

# ATARI

The Authoritative Magazine for the  
Atari ST/STE/TT Computer Systems  
Volume 1, Number 1 - April 1992

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# Advantage



## What's Hot in the MIDI World at NAMM '92

## Atari and Telegames Show New Lynx Titles at Winter CES



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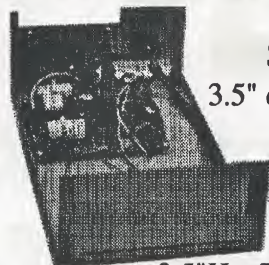
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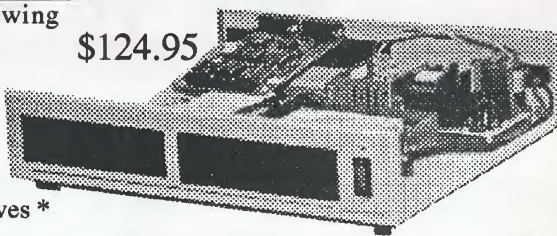
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- STE SIMMS 1meg each - \$45
- MEGA STE 1meg no/HD- \$659
- SM124 mono monitor - \$170
- SC1435 14" color monitor - \$349
- PORTFOLIO - \$269

## MODEMS

- Supra 2400 baud - \$94 w/MNP5 - \$119
- Supra 2400 Plus- \$149 Modem cable - \$7
- Zoom 2400 baud modem - \$74
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- Zoom 9600 w/V.42bis- \$374.95

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- Master 5S (5.25") - \$199
- Atari SF314 - \$139
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(Board w/chips 2.5Mega- \$173 4 Mega- \$261)
- Z-Ram/2.5- 520 ST-2.5Meg - \$75  
(Board w/chips 2.5Mega- \$163)
- Z-Ram/Mega II- 4Mega- \$75  
(Board w/chips- \$163)
- 1 Meg 80ns Chips \$5.50 ea
- JRI Memory Board(uses simms)- \$99
- SIMMS 1meg each - \$45

## MISC. ITEMS

- AdSpeed- \$239
- Adspeed STE- \$249
- Blitz cable w/software - \$46.95
- Cleanup ST - \$25
- D.E.K.A. interface- \$95
- Drive Master - \$32
- DVT-VCR hd backup - \$69.95
- Flashdrive case- \$139
- Hand Scanner(w/Touchup) Migraph - \$269
- Hand Scanner Golden Image - \$214.95
- HP Deskjet 500 printer - \$559
- ICD Advantage Plus w/clock - \$93.77
- ICD Advantage (no clock) - \$83.77
- 50pin SCSI dual drive cable - \$10
- ICD Advantage Micro (Mega's) - \$77
- Lantech Local Area Network- \$299
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## MISC. ITEMS

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- Monitor Stand (adjustable) - \$14
- Monitor Stand w/power switches - \$45.95
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- Mouse (Opto-Mechanical) - \$37
- Mouse (Optical)- \$53.95 Mouse (Cordless)- \$80
- Mousetick (Gravis)- \$65
- Multisynch Monitor (Acer) - \$439
- Omniswitch - \$79
- Panasonic KPX-1124 24pin - \$299
- PC Speed- \$199
- AT Speed(16MHZ version)- \$369
- Speed Bridge (Mega or STE) - \$65
- Spectre GCR(cart)- \$215
- Printer or Modem Cable - \$7
- Star NX1001 9pin printer - \$160
- Star NX-2420 24pin printer - \$279
- ST/time (under rom clock) - \$43
- Supercharger W/1Meg - \$419
- Supercharger Power Supply - \$26.95
- Synchro Express - \$79
- TC Power (software for IBM emulators) - \$39.95
- Trackball(Kraft)- \$59
- Trackball(cordless)- \$88
- Turbo16 Accelerator - \$257
- Tweety Board - \$27
- Vidi ST - \$124.95 Vidi-Chrome ST - \$34.95
- Z-Keys (use IBM keyboard) - \$59.95



# C O N T E N T S

## ARTICLES

- 16 NAMM 1992**  
See what's new in the world of computer music with your guides John Davis and Jerry Davis.

- 59 Winter 1991 CES**  
Marshall Rosenthal leads us into the strange and wonderful world of NEW Lynx games coming your way.

## REVIEWS

- 26 The Ralph C. Turner Trilogy**  
The closest thing you'll find to an ST/TT owners bible. Don't compute without them!
- 28 Forget-Me-Clock II**  
What time is it? Just plug this cartridge in and you'll never have to ask that question again.
- 30 DC Shower**  
Show text files, graphics, .ARC files and more right from the desktop. File viewing has never been this easy!
- 34 Diamond Back version 2.41**  
You don't have to get bitten by a hard drive crash. Practice safe data, back-up often!
- 42 The Learning Games Package**  
D.A. Brumleve gives us another great way to teach our kids (and ourselves!) a few things while still having fun.
- 46 EdHak version 2.30**  
Edit text files, disk sectors, memory and more with ease! This isn't just for hackers anymore.
- 50 Protext version 5.0**  
The recent upgrade makes this package a high-end wordprocessor contender.

## COLUMNS

- 5 Editors Desk**  
Just a few words from the humble staff.
- 14 Rumor City**  
Nevin Shalit tells us what's new and what's not.
- 56 Lynx Line**  
Hints, Tips, and Reviews on those hot Lynx games.

## FEATURES

- 6 New and Improved**  
New product and upgrade announcements.
- 62 Advertiser Index**  
Find our advertisers fast, then say you saw them here.

## Next Month...

- Mega STe
- TEC
- CalAssistant
- Arabesque
- Fractal Comparison
- IottOdds

*And Much, Much More!*



# ATARI Advantage

**Publisher** LampLight Publishing  
**Editor-in-chief** Mike Lindsay  
**News Editor** Travis Guy  
**Technical Editor** Ron Robinson  
**Associate Editors:** Nevin Shalit  
Ken Ballweg  
**MIDI Editors** John Davis & Jerry Davis  
**Advertising/Layout Director**  
Darren Meer  
**Graphic Art Consultant** Warren Tryk  
  
**Columns:** Clayton Walnum  
"Sir" Leslie Jennings  
Nevin Shalit  
Marshall Rosenthal  
  
**Contributing:** Robert Angone  
Albert Dayes  
Karen Lindsay

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# 12 for \$11... Are we Crazy?

Maybe we are... Maybe we aren't. But it would be un-American to not take advantage of this offer either way!

When we set out to provide Atari users everywhere with the latest news, reviews, and happenings in the Atari market, we decided to do whatever it took to make the information available to those who need it most. For this reason, we are extending our pre-production special offer of 12 issues for \$11.00 until April 30th, 1992.

Don't worry about your friends who took advantage of our original offer—we're giving them something extra. You just need to clip or copy the coupon below and send it before the date above to get the best deal in Atari Magazine history!

This offer is only good by mail, we can't take telephone orders for a subscription at this low price. So don't wait, send in your order today... *or you're the one they'll be calling crazy!!*

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# Our Roots

**A**LTHOUGH *ATARI ADVANTAGE* IS A NEW publication, its roots go back to 1985—the year that the Atari 520ST was introduced. By the end of that year, Mike Lindsay, owner of **Serious Software**, an Atari dealer in Grants Pass, Oregon, developed a quarterly mailorder catalog/publication named *Seriously Speaking!*. Its motto was “To Enlighten & Inform the Atari ST Computer User.”

*Seriously Speaking!* included reviews of the products offered—an unusual move in a mailorder sales catalog at that time—which honestly informed buyers about both good and bad aspects of the products. It also included industry news and offered a beginner's column—*The Help Key*. By the end of '86 the circulation was up to 5,000 and several additional reviewers had signed on to write for the publication. At that time, Chris Latham, friend and computer-programmer, convinced Mike to turn *Seriously Speaking!* into a monthly publication. As it would now be a full-time commitment, Chris and Mike set out to find a partner to help them with the production aspects.

Enter, Rod MacDonald of **MacDonald & Associates**. Rod was publishing a local TV guide and as he used STs in his business, was interested in the success of the Atari computer. Mike, Chris and Rod came to an agreement naming Rod as publisher and Mike and Chris as associate editors. The name *ST Informer* was chosen in keeping with the tradition of *Seriously Speaking!*'s “To Enlighten & Inform...” motto. The first issue of *ST Informer* was printed in May of '87.

In August '87, **A&D Software** was created as a partnership between Chris Latham and MacDonald to publish Atari ST software. The first product was *Universal Item Selector (UIS)*, a result of Chris' creation of an alternate file selector more functional than Atari's. Over the years, *ST Informer* and *UIS* improved, and both ventures made it through the turbulent years when many magazines and software companies fell by the wayside. Copy/Layout editor, Darren Meer joined the staff in October '89.

In the Fall of '91, publisher MacDonald and partners Mike and Chris found themselves at an impasse over the direction of both the publication and software development companies. As a result, Mike, Chris and Darren severed their relationships with both **MacDonald & Associates** and **A&D Software**. Mike and Darren left to start their own publication and Chris formed his own software publishing company, *PowerPoint Software*.

## The birth of Atari Advantage

As you read through the pages of our premier issue, you will probably notice some familiar names. **Nevin Shalit** will continue to bring you his very popular monthly column *Rumor City*, bringing you the latest

news, happenings and tidbits for the Atari community. MIDI editors, **John and Jerry Davis** will keep us up to date on the latest products available for the exciting music market and will make sure that *Atari Advantage* offers more MIDI coverage than any other Atari-specific magazine.

You will also see some new names joining our writing staff. “Sir” **Leslie Jennings**' column will provide an “open forum” for beginning as well as seasoned users of Atari's MIDI and MultiMedia capabilities. **Ron Robinson**, a Staff Biomedical Engineer for a major international biotechnology corporation, and an active Atari user since early '80s, will be replacing former staff member Chris Latham as our Technical Editor. Ron has a Masters in Computer Science and an Adjunct Professor of Engineering and Technology. **Clayton Walnum**, well known author and former editor of *ST-Log* and *ANALOG* magazines, will be bringing us *LynxLine*. Each month, Clayton will take a look at the newest releases for Atari's popular hand-held Lynx game machine as well as providing hints and tips on your favorite games. **Marshal Rosenthal** will have a monthly games column that reviews the latest releases from Europe, the source of almost all new entertainment software for the ST.

Over the next several months, *Atari Advantage* will be adding columns and departments that will help you get the most out of your investment. It is our goal to provide you with the most useful information available. Look for a *Portfolio* column that will provide hints and tips plus reviews and comparisons of products available for the Portfolio portable computer. **Mati King** has something fun planned for people who think they are “in the know.”

We are adding business related columns and articles. If you have professional knowledge that you'd like to share with readers on how they can get the most out of accounting, desktop publishing, animation or other types of business software. Send your ideas to Editor Mike Lindsay... We'd love to have you onboard. We of course, plan to have an excellent *Letters to the Editor* section. If we can't help you out, we know that someone else will.

We are grateful for the support from writers and advertisers and all the folks that took advantage of our initial subscription offer. We sent out press releases over CompuServe and GEnie that were picked up in User Group newsletters and other publications—Thanks to all for getting the word out. For those of you that subscribed early, we are giving you 13 issues instead of 12.

Please let us know what you think of our efforts. It is our goal to provide you with the best information available to get the most from your system—We want to be **YOUR Atari Advantage!**

By Editorial Staff



# New and Improved

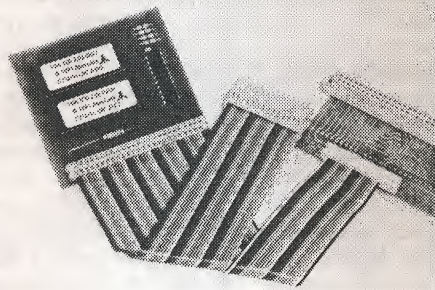
## New product and upgrade announcements

### TEC Provides OS Upgrade Path for ST Computers

**NEW** Announced earlier this year, CodeHead Technologies is now shipping TEC—TOS Extension Card. The TEC upgrade allows older 520ST, 1040ST, Mega ST, and STacy computers to use the latest version of Atari TOS, 2.06. TOS 2.06 contains a totally rewritten GEM desktop which offers lots of nice features, and a host of other improvements as well. The TOS Extension Card also has an option to let users switch back to an older version of TOS, to provide complete compatibility with older software. According to the company, most compatibility problems will be with games. Documentation is said to be complete, with detailed installation instructions and a lengthy section discussing the features of TOS 2.06.

The package will also contain a new utility called *Icon Juggler*, written by John Eidsvoog. *Icon Juggler* converts icons from several different formats to the DESKICON.RSC format used by the TOS 2.06 desktop. The program's GEM interface allows users to cut and paste icons from many files, and create libraries of icons for specific purposes. *NeoDesk* and *DC Desktop* users that purchase the TEC and TOS 2.06 chips form CodeHead Technologies will receive a special \$20 discount if they send in their order with a formatted *NeoDesk* or *DC Desktop* master disk.

CodeHead Technologies will be



The TOS Extension Card from CodeHead Technologies will give older STs new life.

selling the TOS 2.06 chips separately from the TEC, for users who have ST<sup>E</sup> computers. The purchase includes CodeHead's TOS 2.06 manual and the *TEC Utilities Disk*, which includes *Icon Juggler*.

**List Price:** TEC—TOS Extension Card, \$139. **Requires:** 520ST, 1040ST, Mega ST, or STacy computer. **List Price:** TOS 2.06, \$60. **Requires:** TEC—TOS Extension Card, or ST<sup>E</sup> computer.

### New Book Teaches Assembly Language Programming

**NEW** Taylor Ridge Books has announced the release of *The ST Assembly Language Workshop, Volume 1*, a novice's guide to assembly language programming on the Atari ST line of computers. Written by Clayton Walnum, the author of *C-manship Complete*, *The ST Assembly Language Workshop, Volume 1* teaches the basics of assembly language programming, starting with

assembly language theory and building up to full-length programs. Covered in the 260-page book are the most-used 68000 assembly instructions, programming style and technique, file handling, printer output, system clocks, color palettes, screen flipping, loading pictures, and more. A complete 68000 instruction reference is also included along with a disk containing all sample programs and assorted additional files.

When it's released later this year, Volume 2 of the series will cover GEM programming, with Volume 3 tackling various advanced topics. After studying all three volumes, readers will have developed the skills needed to write virtually any type of program on an ST. Even after reading only volume 1, the novice assembly language programmer will be able to write full-featured TOS programs.

**List Price:** *The ST Assembly Language Workshop, Volume 1*, \$24.95. Taylor Ridge Books, P.O. Box 78, Manchester, CT 06040; (203) 643-9673.

### Migraph Updates Omnifont OCR Application Software

**IMPROVED** Migraph, Inc. has begun shipping version 1.03 of *Migraph OCR*, an Intelligent Optical Character Recognition (IOCR) application for Atari 16-bit computers.

"We began shipping *Migraph*



## New and Improved

OCR in January, and now feel that with version 1.03, we have a solid, stable product that meets our quality and performance stan-

guistic databases: English, French, German, and Dutch plus allows the user to create dictionaries for documents of the same type and style.

Initially *Migraph OCR* was planned to be require a PSK, a copy protection device. Before shipping, however, the decision was made to release *Migraph OCR* without the PSK. *Migraph OCR* is not a copy protected application.

Registered owners of the initial release of *Migraph OCR*

automatically received a free update to the current version 1.03. Those with a version earlier than 1.03, may return their master disk to *Migraph* to receive a free update.

**List Price:** *Migraph OCR*, Version 1.03, \$299. **Requires:** Atari ST, Mega, STE, or TT system; 2MB RAM and hard disk. *Migraph Inc.*, 32700 Pacific Hwy. S. #12, Federal Way, WA 98003; 800-223-3729, 206-838-4677.

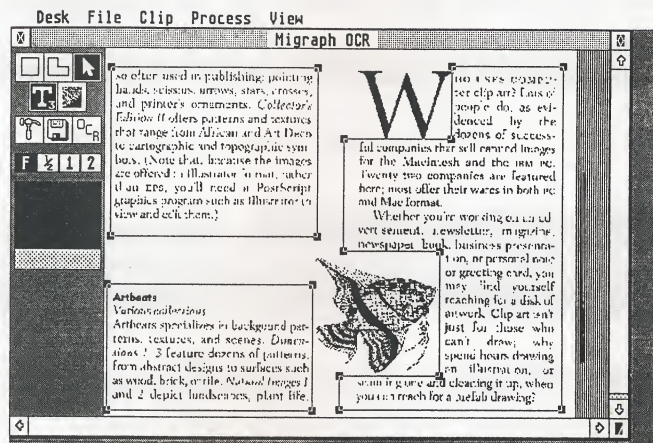
## SDS Updates Icon Editor

**IMPROVED** Software Development Systems has just released *NewDesk Icon Editor CPX*, Version 2.0, the latest upgrade to their icon editor available for Atari computers with TOS 2.05 and above. *Newdesk Icon Editor CPX* runs using Atari's Extensible Control Panel and uses only 1K of system memory when not in use. Users with a TOS version less than 2.05 can still utilize the 32x32 icon editing capabilities for use in *HyperLINK* and any resource

construction set.

Version 2.0 can load and save .GEM .RSC, .DC .ICE, .ICN, .XIC, and .NIC files. The graphic toolbox functions include flips, shifts, rotate, fill, and more. In addition, icon color, character position, and title may be modified. As well, Version 2.0 completely supports the Atari Clipboard for interaction with other programs that support this standard. Their clipboard support writes .XIC, .ICN, and .IMG files for manipulation from within other programs.

Preview mode is included to allow you to see your icon as it will appear on the desktop. Version 2.0 now completely manages the DESKICON.RSC and NEWDESK.INF files. They've even added an expanded install feature from within the program that lets you assign one icon to many different file masks for the greatest flexibility. The package also includes .XIC Print, an application to print your



*Migraph OCR* brings accurate and powerful Omnifont character recognition technology to Atari ST/TT computers.

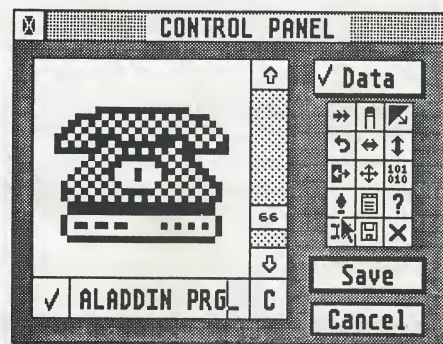
dards," states *Migraph* president Kevin Mitchell. "In fact, we've had users call us to report that *Migraph OCR* has been over 99% accurate on the documents they've processed. This supports our view that *Migraph OCR* is one of the most powerful OCR programs available for the Atari Platform today."

Optical Character Recognition is the process of using software to recognize text characters that have been scanned into the computer. The result is an ASCII file which can be loaded into word processor or desktop publishing programs.

*Migraph OCR* uses Omnifont technology, which enables the program to recognize characters based on mathematical definitions rather than a set pattern. This greatly increases the speed of the application as well as its accuracy.

*Migraph OCR* directly supports the *Migraph*, *Alphadata* and *Golden Image* hand scanners; can load in IMG and TIFF files scanned with other scanners; defined text and graphic areas can be saved out as ASCII for text and TIFF or IMG for graphics.

*Migraph OCR* includes four lin-



Spruce up your desktop with icons from the *NewDesk Icon Editor CPX* from SDS.

icon files to any GDOS/FSM GDOS device, and an icon convertor to convert PD icon files to .XIC. Software Development Systems has also put over 1000 PD icons on disk.

**List Price:** *Newdesk Icon Editor*, Version 2.0, \$29.95; \$10 for upgrades. Software Development Systems, 996 Redondo Ave. #404, Long Beach, CA 90804; new phone service to begin in mid-March (800) 237-4SDS, (310) 595-9799.



## Briefs

**MS Design** is now shipping *Wheeler Quick Art Library* (\$299) on CD-ROM, for the ST, Amiga and MS-DOS. This CD ROM collection contains 3000+ 300 dpi images, in PCX, TIFF and IMG formats (9000 total files). MS Design states that these are all high-quality custom hand-drawn images done by professional artists and are not scanned Dover PD images. Tech stuff: the CD ROM is an ISO 9660. Current version is Volume 1, version 1.0. 217-384-8469.

**PDC** has announced that the price of Xtra-RAM Deluxe memory upgrades, for 520STFM and 1040STF computers, has been reduced by almost 30%. According to the company, quantity purchases of components have allowed them to reduce the list price of the board from \$139.95 to \$99.95 (without RAM). One megabyte SIMMs can be purchased direct from PDC for \$50 each. 206-745-5980.

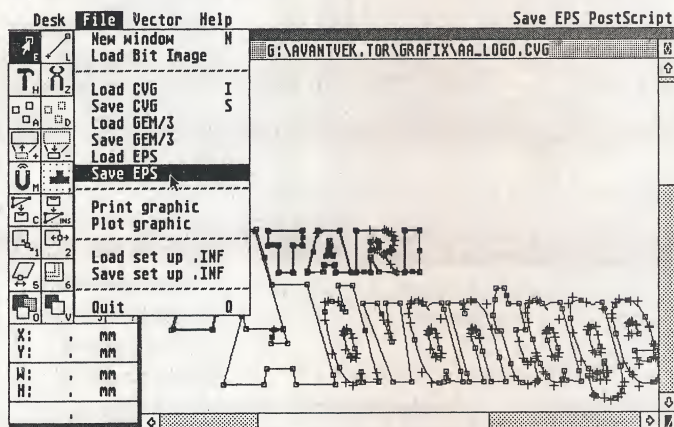
**Migraph Inc.** has moved. They are now located at 32700 Pacific Hwy. S. #12, Federal Way, WA 98003. Their phone numbers are the same: 800-223-3729, 206-838-4677.

**ABC Solutions** has been appointed the North American distributor for KUMA's KSpread 4 (\$169), a high end spreadsheet from the UK, and the leading spreadsheet in Germany. Features include the ability to open multiple spreadsheets at once and copy between them; GDOS on screen; draw boxes onscreen to create self calculating forms, and output with GDOS; program or learn macros; user defined functions; and much more. ABC will also introduce *tbxCAD*, a highly featured, low cost CAD program at ACE '92 in Toronto. More details TBA. 416-824-8484, GENie: ABC.SOLN.

**DragonWare Software, Inc.** is offering a free version upgrade for the their popular *G\_MAN* (\$24.95) GDOS utility. The new version includes enhancements in the existing, easy to use, AS-SIGN.SYS editing program and support for the new FSMGDOS from Atari. Version 2.0.1 now supports EX-TEND.SYS files and buffer settings for the new GDOSFSM.PRg and FONT-GDOS.PRg. Requires 720K drive and 1MB RAM. 406-265-9609.

## CodeHeads Announce Three New Updates

**IMPROVED** CodeHead Technologies has announced improved versions of *Avant Vector*, *MegaPaint II*, and *Quick ST/TT*.



*Avant Vector*, from CodeHead Technologies, can now load, edit, and save EPS, CVG, and GEM3 vector graphic formats.

*Avant Vector EPS* allows users to freely exchange graphics between all major desktop publishing programs. The new version can import EPS graphics created by programs like *Aldus Freehand* and *Adobe Illustrator*, which when displayed on screen can then be edited, printed, and exported in EPS, CVG, or GEM3 formats.

*MegaPaint II Professional* now includes an external outline font module. Written by John Eidsvoog, this external module can import Calamus outline fonts (.CNF files), and turn them into MegaPaint symbols. This lets users import high-quality outline fonts into MegaPaint files, turn them into vector objects, and manipulate them with vector editing tools. This same external module also can import Calamus Vector Graphics (.CVG files) into MegaPaint, which converts them to MegaPaint outline graphics. Users that have purchased earlier versions of *MegaPaint II* can receive

this external module by calling CodeHead Technologies.

*Quick ST/TT*, Version 3.5, is now in beta testing. Charles Johnson of CodeHead Technologies has stated that he's been revising, changing, debugging, improving, and Code-Headizing this program like crazy. Close to two dozen bugs (ranging from small display problems to

crashing incompatibilities) have been fixed, and a completely new "Control Panel" desk accessory has been written to control Quick ST's special features. Charles states that this is turning out to be a major upgrade which will be release in late March or early April.

**List Price:** *Avant Vector EPS*, \$545; \$50 for upgrades. **Recommends:** 1MB RAM or more and hard disk. **List Price:** *MegaPaint II Professional*, Version 4.0, \$175. **Requires:** 1MB RAM and monochrome monitor. **List Price:** *Quick ST/TT*, Version 3.5, \$44.95; \$20 for upgrades. CodeHead Technologies, P.O. Box 74090, Los Angeles, CA 90004; (213) 386-5735.

## RAS Enterprises announces four new products

**NEW** RAS Enterprises is now shipping *Quadem* and the 110-I joystick converter from System Solutions. The *Quadem* joystick-to-mouse interface allows users to use their favorite joystick to control the desktop pointer on Atari and Amiga computer systems. A dual-speed movement selection switch enables



either quick pointer response or precise pointer control. Another switch allows the use of the joystick as usual. System Solutions' 110-I joystick converter, for IBM PC/XT/AT and compatible computers, lets users use any generic game joystick. The 110-I connects between the computer game port and joystick, converting the joystick output signals to those expected by the computer.

RAS Enterprises announced the availability of *Exerbase III* and TT Floppy. *Exerbase III* lets users store workout information on their computer. Users can store workouts, pulse readings, body measurements (for the body builders), body weight, and body fat percentage (a better means of determining body fitness). The program also displays and prints graphs, workout entry sheets, and past workout records. The TT Floppy is an external 1.44 MB floppy drive for use with TT or Mega STE computers that have an internal 1.44 MB floppy already installed. According to the company, the TT Floppy measures 8 15/16" x 1" x 4 1/16" and plugs into the Floppy port on the back of the computer.

**List Price:** Quadem (Q-101), \$30.50.

**List Price:** 110-I Joystick Converter, \$30.50. **List Price:** *Exerbase III*, \$29.50 (extra charge for fat calipers). **Requires:** 720K disk drive. **List Price:** TT Floppy, \$139.95. **Requires:** TT or Mega STE computer with internal 1.44 MB disk drive. RAS Enterprises, P.O. Box 14, Ingleside, IL 60041; (708) 973-2314.

### No-Frills Desktop Publishing and Text Editor Announced

**NEW** PDC has announce the release of *Easy Text Plus*, an entry-level desktop publishing package, and *TX2*, a text viewer and text editor for Atari computers.

*Easy Text Plus* is said to be a GDOS based, no-frills, desktop pub-

lishing package that can import text & graphics and offers good quality output on 9 pin, 24 pin, and laser printers (including the Atari SLM-804 & 605, and HP Laserjets). *Easy Text Plus* comes on two double-sided disks (single-sided version available) and will work with all configurations of Atari STs right down to a color 520ST with 512K of RAM. A 88 page printed manual is included. Some features include justified text, word wrap, keyboard equivalent commands, undo functions, 36 graphic fill patterns, graphic drawing functions, and clip art can be clipped to size. PDC is offering an introductory price of \$44.95 through March 31, 1992. A functional demo is available from dealers and BBS/on-line services.

*TX2* is said to be an advanced, yet easy-to-use text editor and file viewer. Text editing features in-

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## Events

**Glendale Atari Developers' Conference, March 28:** CodeHead Technologies will be the special guest for this year's first Glendale Atari Developers' Conference (GLENCON). Atari's Bob Brodie drew a standing room only crowd at last year's conference, and Atari personnel have been invited this year, too. The Glendale Conferences are sponsored by the user group, H.A.C.K.S., but attendance is open to all Atari clubs and Atari owners. Several conferences are planned for this year, each to focus attention on the design and use of popular and powerful software or hardware for Atari computers.

The CodeHead Conference will be held in the 275 seat theatre above the Glendale Public Library's Main Branch, 222 East Harvard Street, Glendale, CA. The meeting will start promptly at 10:30 AM and is expected to last three hours. Admission is FREE, but it is on a first come, first serve basis only.

**ACE '92 - Atari Canadian Expo, April 4-5:** Atari Canada and the Toronto Atari Federation will host ACE '92 to be held at the Skyline Hotel, 655 Dixon Rd., in Toronto, near Pearson International Airport. ACE '92 will feature over 30,000 square feet of exhibition space, two days of seminars, demos and training sessions, displays by software developers and hardware manufacturers, a games area, special 8-bit section and participation from user groups in Canada and the U.S. There will be special MIDI demonstrations and concerts featuring some of Atari's specialty applications. Atari Canada will have a major exhibition as well. On Saturday evening, a formal banquet will be held for developers and users. For additional information, contact John R. Sheehan, SJ at (416) 926-1518.

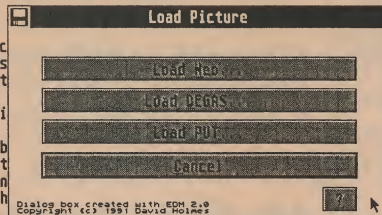
**Milwaukee Area ST User Group (M.A.S.T.), June 14:** M.A.S.T. has finalized plans for a second show to be held at the Bowlero, Red Carpet Lanes in Wauwatosa, WI from 10:00am to 5:00pm. Several developers have already committed to attend. Check with your user group about advance ticket prices. Ticket will be \$3.00 at the door. Display cost: \$60 first table, \$45 each additional. For more information, contact Bruce Welsch President, M.A.S.T. at (414) 463-9662.

*TX2 Text Processor version 1.58*  
by David Holmes

### INTRODUCTION

The TX2 Text Proc advanced, yet eas deals with format program supports bold, italics, di

The program can b are fully support ST/TT computer in the resolution th



The program is very easy-to-use, and nearly every dialog box has its own help screen. However, do read the "Installation" and "Using EDM"

Page Up	Options	Index	Edit Mode	Return
Page Down	Configuration	Find	New File	Quit

TX2, the offordable new desktop publisher from PDC.

clude special effects (bold, italics, colors, sizes), import Neo and DEGAS pictures in text, word wrap, fast smooth scrolling, bookmarks, EDM or GEM menu selection, keyboard equivalents, and context sensitive help. A full manual and help system are available direct from within the program. Users can look up instructions quickly using the search function. Users can also create their own printer drivers to take advantage of the editor's special effects. As a file viewer, TX2 can be installed to view text and picture files from the desktop and is fully compatible with NeoDesk. David Holmes, who is the author of the program and active on GENie, states that he is planning on updating TX2 as often as necessary to satisfy users. PDC is offering an introductory price of \$19.95 through March 31, 1992.

**List Price:** *Easy Text Plus*, \$69.95.

**List Price:** TX2, \$24.95. PDC, 4320-196th SW, Ste. B-140, Lynnwood, WA 98036; (206) 745-5980.

## TinyTurbo030 offers TT performance for ST/STE

**NEW** Fast Technology announ-

ces a new accelerator product, the TinyTurbo030, which is said to be the smallest 030 accelerator available. Two models will be available, one for Atari ST computers, and one for Atari ST<sup>e</sup> computers. Both units feature a 68030 microprocessor operating at 40MHz

with provision for a 68882 math coprocessor operating at up to 60MHz. The TinyTurbo030 uses a static RAM cache design to pack the most performance into the smallest package possible.

The company states that the TinyTurbo030 makes ST/ST<sup>e</sup> computers run up to 6 TIMES faster, equaling or surpassing the TT in speed in many applications. The TinyTurbo030 includes Atari's new TOS 2.06 and comes equipped with an onboard 8MHz 68000 to insure 100% compatibility with existing software. Fast Technology states that no "miracle" compatibility software is needed, just switch back to the 68000 when software like *Spectrum 512* and *Notator* need to run. TinyTurbo030 can be purchased with optional 50MHz 68882 and virtual memory software, for up to 128 Megabytes of system RAM. The TinyTurbo030 is expected to begin shipping in May of 1992.

At this time, Fast Technology is offering the TinyTurbo030 for \$599 on advanced orders placed by April 30th, 1992. A 50% deposit of \$300 (plus \$50 deposit for 68882, and/or Virtual Memory options) is required with an order. Please use the special offer order form in their TinyTurbo030 ad elsewhere in this issue.

**List Price:** TinyTurbo030, \$999;



## New and Improved

50MHz 68882 \$299; Virtual Memory Software, \$299. **Requires:** Desoldering on ST computers. Fast Technology, 14 Lovejoy Rd., Andover, MA 01810; (508)-475-3810.

## ABC Solutions announces First Graph and upgrades

**IMPROVED** ABC Solutions is a new company specializing in productivity software for Atari ST/STe/TT computers. The company has been appointed the Canadian distributor for *Publisher 2ST* and *First Word Plus* by GST Software of the UK. It is also the North American representative for RPM Software's *First Graph*, a professional graphing package for the ST/TT.

*Publisher 2 ST* is the successor to the popular *Timeworks Desktop Publisher* and is designed to give users the power to design and print professional quality documents with no need for previous design or computer experience. According to the company, this new version has been extensively updated, with all the features of *Publish It!* on the PC,

and more. Files can be exchanged with *Publish It!* and with the earlier ST version.

*Publisher 2ST* supports an extended range of text and graphics imports from other popular programs. Use master pages and templates to create and save standard layouts and design elements on each page, and standardize text styles for text so that all similar elements appear in the same typeface and point size. Extensive graphics and text tools, such as irregular text runaround and manual kerning, ease layout tasks



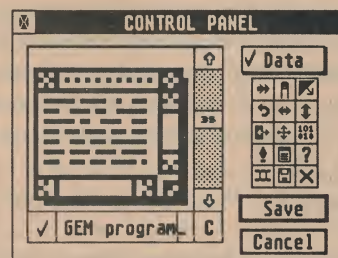
Publisher 2 ST is now available from ABC Solutions.

and give a professional appearance to projects. The package uses GDOS; 9 GDOS typefaces are included and up to four printers may be installed at once (including PostScript, DeskJet and Canon BubbleJet). A low cost FSMGDOS



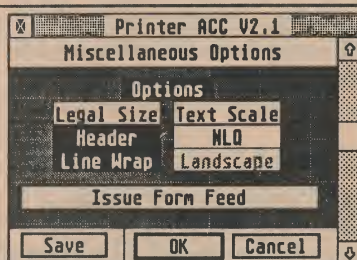
## The Newdesk Icon Editor CPX Version 2.0

- ☐ Edit and assign your Atari's desktop icons with ease (with > TOS 2.05).
- ☐ Contains many popular graphic tools.
- ☐ Loads, Saves, and Merges .RSC, .XIC, .ICE, and .ICN files.
- ☐ Print your icons with GDOS or FSM GDOS.
- ☐ Disk contains hundreds of public domain icons.



**Retail Price:**  
**\$29.95**

+ \$2.50 S & H (CA Residents add 8.25%)



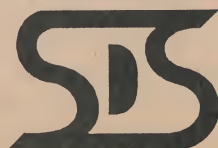
## The Printer Utilities Pak (Coming Soon)

- ☐ Full support for all HP Deskjets, Laserjets, Atari SLM, and GDOS tray printers.
- ☐ Envelope Printer, Mailing List Merger, Disk Labeler, Setup CPX/ACC, lots of drivers.



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### TT Floppy

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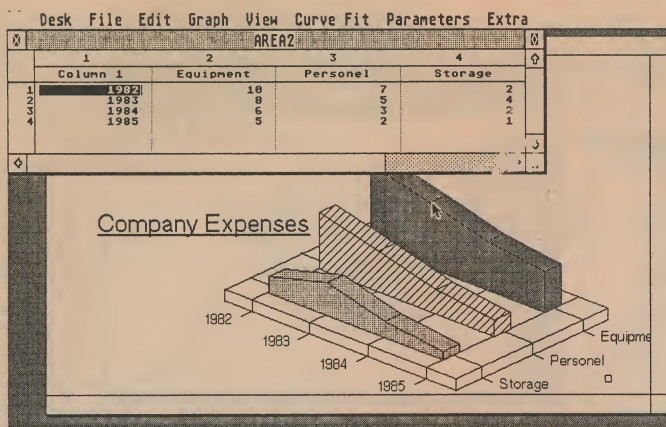
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Make presentation quality graphs & charts with First Graph 2.0

maintenance update is planned. The program also comes with a completely revised manual.

Also available is the *First Word Plus* maintenance upgrade from Version 3.xx to 3.2. The major features of this upgrade include full TT support, choice of steady or flashing cursor, enhanced hyphenation control, clipboard retained on program exit, long pathnames handled by file selector, improved footnote handling, and direct document loading by clicking on a document from the desktop. A separate disk of printer drivers for *First Word Plus* from GST is also available that includes the Brother M1109, HR15, HR25; Canon BJ10, 300; Epson GQ3500 & 5000, LQ500, SQ; HP LaserJet, PaintJet, DeskJet; Star LC/NL10, LC24; Citizen 1200; Panasonic 1081, 1124; NEC 2200 and others.

*First Graph 2.0* is a complete graphing package which lets users create presentation quality graphs and charts in minutes. No need to use spreadsheets with complex commands and limited graphic flexibility; don't waste hours of your time with drawing and painting programs. Just a few of the features include built-in editor for fast data entry; ASCII & DIF import; large variety of graphs (pie, bar, column, area, scatter, line and more!); 3-D graphs; change the font, size and style of any text and position it any-

where on the page; curve-fitting; data interpolation; log-log and log-linear graphs; export .IMG, .GEM or Degas; and uses GDOS or FSM-GDOS.

All Canadian orders add 7% GST; Ontario residents add 8% PST.

**List Price:** *Publisher 2 ST*, Cdn \$219 —upgrades from Timeworks Desktop Publisher to Publisher 2 ST is Cdn \$89 plus \$10 S&H. Send original Master Disk 1 and manual cover page. **Requires:** 720K disk drive—1 MB RAM recommended.

**List Price:** *First Word Plus* maintenance upgrade, Version 3.xx to 3.2, Cdn \$20 plus \$5 S&H with original Master Disk. Owners of versions 2.xx may call or write for special order details.

**List Price:** *First Word Plus* printer drivers, Cdn \$30 plus \$5 S&H.

**List Price:** *First Graph*, Version 2.0, introductory price of US \$79, or Cdn \$89 plus \$5 S&H. Registered owners may upgrade for US \$25 or Cdn \$30 plus \$5 S&H. ABC Solutions, 4040 Creditview Road, Unit 11-151, Mississauga Ontario CANADA L5C 3Y8; (416) 824-8484, GENie: ABC.SOLN. **Requires:** 1MB RAM, 720K disk drive.

### **DragonWare Offers Stacy Internal Battery Kit and Two Software Packages**

**NEW** DragonWare Software Inc. has released the Dragon Battery Kit, *Smoke Art Volume 2*, and *Satellite Locator ST*. The Dragon

Battery Kit is a two part internal upgrade for the Stacy that weighs in at 2.2 pounds. The kit includes a cable, jack which should be dealer installed and one 2.2 amphour battery. On a stock Stacy, this will give over two hours of use on one charge. The kit also includes a fast charge option that will charge the battery in less than three and a half hours while the computer is in use or set aside. If the standard Stacy power jack is used, the battery will be kept at top charge at all times after an initial fourteen hour slow charge or a quick charge.

Following up with their popular, "create your own IMG. clip art", idea presented in *Smoke Art Volume 1*, DragonWare has released *Smoke Art Volume 2*, which has over one hundred hand drawn images. Images include Stacy, Mega, MegaST<sup>E</sup>, 1040 ST<sup>E</sup> computers and monitor images.

**List Price:** Dragon Battery Kit, \$94.95; Dragon Battery alone, \$74.95. **Requires:** Stacy computer and dealer installation. **List Price:** *Smoke Art Volume 2*, \$14.95. **Requires:** 720K disk drive. DragonWare Software Inc., P.O. Box 1719, Havre, MT 59501; 406-265-9609.

### **Gadgets's 68030 SST Now Shipping**

**NEW** Gadgets by Small is shipping their 68030 accelerator board, the SST, for the Mega and ST line of computers. The SST is available as a bare bones configuration which includes Atari's TOS 2.06 and 20MHz & 30MHz oscillators, sockets for the CPU and FPU chips as well as 8 SIMM slots (up to 8MB of onboard fastRAM is supported—this goes beyond the ST's normal 4MB of RAM), and an expansion bus for future high resolution video cards, 24 bit color cards, extra RAM (up to 64 extra MB of DRAM), etc.



## New and Improved

After installing a 68030 CPU, Gadgets by Small says the SST easily slips into Mach speed—adding fastRAM fires the ST into hypersonic speeds (up to 12 times the speed of a Mega ST on benchmarks is claimed). The design of the SST allows users to configure their SST to fit their needs. Need a 68882 floating point math chip? Add one. Need more speed? Add a 50 MHz 68030, or step up to 40ns or 30ns RAM. It's your choice.

The SST comes ready to hook onto a Mega ST, although with a bit of work, Gadgets by Small says that 520 and 1040 ST owners can transport their motherboards into a PC-style case and connect an SST. The current version of the SST will not work with ST<sup>E</sup> and Mega ST<sup>E</sup> computers—an ST<sup>E</sup> version is under development.

The SST hardware comes with utility software and an extensive manual, along with Gadgets by Small's tech support and a one year warranty.

**List Price:** SST, \$599; 16MHz 68030, \$200; 16MHz 68030 with 4 1MB SIMMs (80ns), \$460; 33MHz 68030, 68882, and 4 1MB SIMMs, \$800; 4 1MB SIMMs, \$260.

**Requires:** Technical installation (dealer installation recommended), 520 and 1040 ST owners need a PC-style tower case. Gadgets by Small, 40 W. Littleton Blvd., #210-211, Littleton, CO 80120; 303-791-6098.

## Universal Item Selector Author Forms New Company

**NEW** Chris Latham, author and designer of the popular *Universal Item Selector* and *Universal Network* for the Atari ST/TT, announced his complete separation from Application & Design Software (A&D), the software's publishers. Latham states, that as holder of the copyright on the software code, he will no longer be able to support or upgrade the two products.

At the same time, Latham announced the birth of his own software publishing venture, **PowerPoint Software**.

The first product from his new company is *PowerNet*, billed as the most powerful networking system to date for the Atari ST/TT line of com-

puters. The system allows you to share hard disk drives or any other peripherals and access them as easily as selecting a file from your file selector. *PowerNet* works with Midi, LanTech LT101 and LT201 cartridges as well as the Mega ST<sup>E</sup>/TT Local Talk ports.

To introduce the new product, Latham is offering a special limited "trade-in" for registered owners of *Universal Network* or *SGS Net* network software. The special upgrade plan offers a complete 2-Node "Starter Set" of *PowerNet* for **50% OFF** of the regular \$99 price for this package. To participate, owners of the products must send in their **FORMATTED** Original Master Program Disks along with their checks for \$49.50 (plus \$5 S&H). Additional Nodes are available for \$55 each; Midi connector boxes for \$20 each; Local Talk connector boxes for \$25 each; and a special "Midi 2-Node Package" (complete with 2 connector boxes) for 120 (\$20 savings). For further information, contact Chris Latham, PowerPoint Software, P.O. Box 942, Merlin, Oregon 97532; 503-479-6635.

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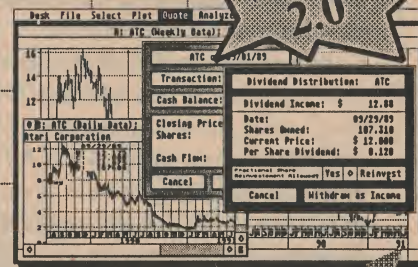
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# Rumor City

**S**HIPPING, SHIPPING, SHIPPING: all of a sudden, some long-awaited products are actually shipping. First, there's **CALAMUS SL**, the much delayed successor to Calamus. Then the **SST 68030 ACCELERATOR** from Gadgets by Small, and the **TURBO030 ACCELERATOR** from Fast Technologies. Add to these the **TEC TOS 2.06 UPGRADE BOARD** from CodeHead Software, and you have a lot of activity in a very short time....

**STOCK ALERT:** After hitting a low of 1 3/8 in early December, and finishing the year at about 1 5/8, Atari stock has moved up steadily to its current (2/21/92) price of 2 7/8. That's more than a 50% move since the beginning of the year. What's behind the move? Maybe Atari's **GREAT SHOWING AT NAMM** (the annual music dealer show in Los Angeles) or rumors of the **NEW MACHINES** that will be unveiled at the **CEBIT** show in Germany, or perhaps the news that Atari has **SUED NINTENDO** for \$480 million (including possible triple damages). In any case, the stock has definitely picked up. As always, there's a chance it will go right back down to 1 1/2 (or lower), a chance that it will continue up higher, and a chance it will stay at its current level...There was a full-length article about the Atari/Nintendo lawsuit in the **WALL STREET JOURNAL** on February 13th, which explained that Atari is charging Nintendo with preventing game developers from making their hit games for Atari machines. Nintendo answers by claiming that Atari "skimped on marketing and software development," and described "one case of a major eruption over a \$20 overnight delivery bill." Uh-oh, it sounds to me like the Nintendo lawyers have done their homework...Nicest surprise at NAMM: seeing **GREG PRATT**, the former head of Atari US. Greg is now Chief Financial Officer of **CREATIVE LABS**, the company that makes SoundBlaster cards for the IBM. Greg stopped by the Atari booth at NAMM to see how his old company was doing...How'd you like to **WIN AN ATARI TT** with tons of music and productivity software? Or maybe a Mega STE would be nice enough? Check out **KEYBOARD MAGAZINE'S ATARI GIVEAWAY**. They have a 2 page color

advertisement this month announcing 4 system giveaways. The prizes include a **TT**, **Mega STE**, **1040STE**, and tons of software: music programs like **NOTATOR 3.1**, and **BAND-IN-A-BOX**, and application software like **WORDFLAIR** word processing, **CALAMUS** desktop publishing, and **TRACKER/ST v3.0** mailing list software. The total value of the giveaway is \$28,461.15. Pick up a copy of Keyboard and send in your entry form. [Conflict of interest disclosure: I am the author of Tracker/ST]...**CONGRATULATIONS** to Nathan Potechin of ISD, and Darlah Hudson of GENIE, who got married in early December. These are two of the very best folks in the Atari community, and what else can we say but congratulations...April 22nd was the day that Atari was to appear at the **BOSTON COMPUTER SOCIETY** meeting with the US introduction of the machine(s) unveiled at the **CEBIT** show in Germany. Atari was planning a big event, with members of the national press onhand, but scheduling conflicts forced them to postpone the appearance (likely until sometime in June)...**DYNACADD** is no longer an ISD product. Apparently Ditek has separated from ISD, and will now be handling all the marketing and sales of this extremely powerful CAD program. Also, HiSoft and GoldLeaf have cancelled their arrangement by which GoldLeaf was the US distributor for HiSoft products...Are you reading this from **CANADA**? Then no doubt you know about the new \$10 surcharge on all mail order items coming in from the US. Many developers have noticed that a great majority of their Canadian sales have come from US mail order houses, and this new policy should change that, and make Canadian dealers more competitive with US outfits...Any of you out there have young kids? Then you should definitely check out the **KIDPRO-**



By Nevin Shalit



**GRAMS** from D.A.BRUMLEVE. Her Kidpublisher Pro and Super KidGrid are on the leading edge of educational software. And now we hear that there will be major improvements to some of the Kidprograms, as well as a brand new addition to the stable...With interest rates at a 20 year low, you will be pleased to know that there are two great Atari shareware programs that help you calculate **HOME MORTGAGE PAYMENTS**. My favorite is **FINCALC v2.5**, by Joe Andrews. Modem owners can download **FINCALC** from GENIE. A similar program is **LOANSUM**, by Alan Welsh. You can purchase **LOANSUM** by sending \$5 (\$15 if you want the source code) to 2106 Bridle Lane, Orelan, PA 19075. Both of these applications allow you to see what your monthly and total payments would be with different interest rates and number of "points," and also uncover the thousands of dollars that you will save over the life of a loan simply by including an extra \$25 per month with each monthly mortgage payment. I recently refinanced my mortgage, and **FINCALC** was a great help...**SEND AND RECEIVE FAX** is one of the hottest items in personal computing these days. Well, **JOPPA** is about to release a send and receive fax program that will work with virtually any fax modem (including the

spiffy new Supra 9600 baud modem). In receive mode, the software will save the file to disk for viewing and/or printing. Price? Under \$100... With more and more Atari users owning TOS 2.0 or above, a nice Icon editor for those desktop icons is a must. Look for version 2.0 of **SDS'S ICON EDITOR CPX**, which has just been released. At only \$29.95, this is a real bargain...With the shakeup at **ST-INFORMER** and the birth of **ATARI ADVANTAGE**, I missed a couple of months of rumors. So here are my **RUMOR CITY WISHES FOR 1992**, in no particular order: More dealers, the Notebook shipping in quantity ASAP, a super duper word processor on a par with Microsoft Word, an advertising campaign, and multitasking for the Atari.

**IMPOSSIBLE RUMOR CITY FANTASY FOR 1992:** Time Warner wakes up and sees that it owns 28 million shares of Atari stock, and decides to buy some more. They somehow gather more than 50% of the shares, and gain control of Atari. Then they hire Nathan Potechin at a nice six figure salary to put a new team in place. Potechin steals a high-level exec from Apple, and Atari takes off like a rocket...Oh well, I can dream, can't I??



# Has your Atari read any good books lately?

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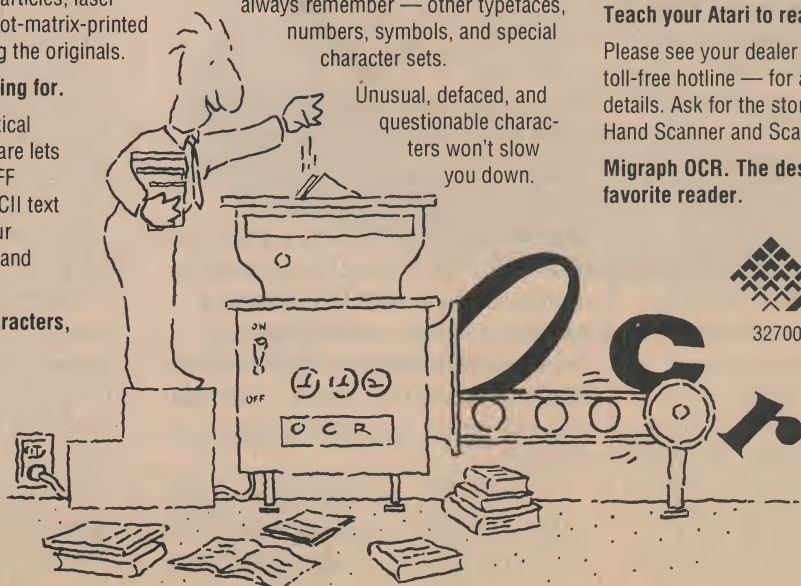
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# The 1992 Winter NAMM Show

## The National Music Expo returns to Anaheim

By John Davis and Jerry Davis

**T**HE 1992 CONVENTION for the National Association of Music Merchants, better known as NAMM, took place January 17-19 at the Anaheim Convention Center in Anaheim, California. Previously a semi-annual affair, the convention provides a means for companies to show new products, for store owners to buy those products, and for the rest of us to gawk in amazement at the new, the innovative, and the incredibly weird. (It's also a good excuse to go to Disneyland!)

NAMM members had pleaded for years to only have one show per year, complaining that the summer show in Chicago was expensive, unnecessary, and drew only minimal vendor support. The NAMM staff finally agreed, and cancelled all further summer shows last year. Thus, the 1992 winter show marked the first time we techno-freaks had to wait a full *year* to get our MIDI fix, and we fully expected three days of amazement and amusement. After all, the MIDI gurus had a full, uninterrupted year to make new products for us!

Now that the show is over, I have to admit that I was somewhat disappointed. Not that it wasn't a great show—the attendance was higher than ever, and there were still four huge exhibit halls packed with merchandise (plus the overflow into adjacent hotels.) However, development of new products, especially in the MIDI market, seems to be reaching a plateau. In previous years, we could always count on at least a few new major software an-

nouncements, and more new synths than you could shake a MIDI cable at. And of course, we were used to seeing our old friend Atari in almost every software vendors booth, showing applications that let IBM and Mac developers spend another year playing catch-up.

This year, there were only a handful of new synths offered (though the personal keyboard market still appears to flourish), and Atari seems to be loosing a bit of its grip in the MIDI market. There



were a few software upgrade announcements for existing Atari products, but with a couple of exceptions, there were no new Atari products shown. In fact, a good portion of the Atari booth was used to demonstrate non-MIDI software, such as desktop publishing and database applications. Even the infamous Atari/Hotz MIDI Controller was relegated to a small display on the side.

This isn't to say that Atari made a poor showing—quite the contrary. Atari has always made a big showing at NAMM, and this year was no exception. As usual, Atari provided demonstration space for the major

developers of Atari MIDI software, and an enclosed area with seating for more extensive demos. Last year, the TT030 was kept behind glass, and only a personal invitation from Atari would allow a show-goer to touch it. This year, we had hoped to see a TT in every developers booth, proving that Atari still had the most powerful computer in the music business. However, indications are that the TT still has trouble with a lot of the existing software—born out by the fact that there were only a handful of TTs at the whole show, with only a couple doing any type of MIDI-related work.

Even the highly-touted ST Book, the newest portable ST, was kept stashed away from the general public. In fact, while we were looking at the ST Book, a MIDI developer came up and asked Atari's Bob Brodie if he could borrow the ST Book to test his software on it. Sorry. Although the ST Book has MIDI ports, they require an adapter to use a standard MIDI cable, and although the ST Book has an internal hard disk, it has no floppy disk drive, so there's no easy way to get new software in it. No MIDI applications were seen running on the ST Book.

Atari is now taking a more aggressive stance in the MIDI market. James Grunke, the Corporate Director of International Music Markets at Atari, announced a new division—Atari Music. Although this division has been in de-facto operation for almost a year, Atari waited until it could demonstrate a consistent ability to deliver product before making the announcement. Atari also significantly increased its



retail distribution by signing up several retail chains, including Goodman Music, Guitar Center, and Sam Ash. Atari also announced the signing of a service agreement with General Electric to handle Atari Warranty service. General Electric boasts 250 service centers across the United States and Canada, and will be providing op-

these shows, but we've included those that did.

### Hardware

**Yamaha** can always be counted on to show at least a few new products, and this year was no exception. The TG100 is a table-top synth, featuring 16-part multi-timbral, 28 note polyphony (dyn-

played on another manufacturers synth, provided both have followed the standard.) The TG100 also has an AUDIO IN feature, which allows external stereo sounds to be mixed with the TG100's internal sounds.

The RY10 is a new Rhythm Programmer (we used to call them drum machines) which features superior sound quality, ease of use, and a low price. The RY10 follows on the success of the RY30 Programmable Rhythm Synthesizer, which continues to receive widespread recognition for its real-time programming and editing functions. A special feature of the RY10 is its internal monitor amplifier/speaker system that lets a musician play and program the RY10 anywhere, anytime, without the need for external equipment. The RY10 delivers 250 drum, percussion, and bass instrument voices, with 28-note



The Yamaha TG100 Tone Generator, with 'General MIDI' conformity, built in MIDI interface, and 200 high quality voices provides a great sound source for home musicians.

tions for next-day express service and same-day turnarounds for on-site service. The program is expected to be full implemented by March, 1992.

As mentioned, Atari had provided space for the demonstration of non-MIDI software, reasoning that musicians should see that the ST was capable of providing effective computer solutions in an IBM-dominated market. Nevin Shalit, of Step-Ahead software, professionally handled the task of demonstrating PageStream, Calamus, Diamond-Back, and his own Tracker/ST Mailing List software to Atari Music dealers, and stated that the demonstrations were well-received. Bob Brodie handled the telecommunication chores, introducing show attendees to GENie and CompuServe with hand-outs and online demonstrations. John Eidsvoog, half of the infamous CodeHead team, was showing his company's famous ST Utilities, as well as 'MIDI Spy'—one of the few new MIDI applications shown.

We'll look a little more closely at what's new with Atari software later—for now, here's what's coming up next year in the way of new hardware. Manufacturers don't always like to give retail prices at

amicably allocated), and a custom Digital Signal Processor. It boasts 200 high-quality voices—192 instruments and eight drum kits, a built-



The Yamaha RY10 is a new Rhythm Programmer, featuring a built in amplification system, 250 AWM voices, and a low price.

in Macintosh MIDI interface (fluff, since we all have STs- right?), and compatibility with the General MIDI standard. (The General MIDI standard assigns instruments to specific patch numbers—songs developed on one synth can be easily

polyphony. The RY10 features 50 preset rhythm patterns, with 50 accompanying fills, and 50 internal pattern memory locations for user-created patterns.

**Roland** introduced four new keyboards for 1992. The JV-80



(\$1895.00) features CD-Quality sounds, based on sampled waveforms with real-time digital filters and Tone-Palette editing, master controller capability, and large memory capacity.

The line of GS-compatible instruments has been augmented with three new keyboards: the JV-30 (\$1195.00) 16-part, multi-timbral synthesizer, the JW-50 (\$1995.00) music workstation, and the A-30 (\$795.00) Master Keyboard controller. The JV-30 synthesizer is a performance and sequencing keyboard that is ideal for entry-level users. The 24-voice, 16-part multi-timbral JV-30 contains 317 GS-formatted tones for acoustic



four effects busses. The S5 also features a digital optical output that is compatible with the company's ADAT digital audio recorder for

4 megabytes of 16 bit samples from around the world—sounds you're unlikely to hear anywhere else, such as Arabian Mizmars, a French Troubadour Harp, or a Aboriginal Bull Roarer. The Proteus/3 has 192 preset sounds, while the Proteus/3 XR (\$1295.00) features 384 presets.

The Proteus Master Performance System (\$1695.00) is a keyboard version of the popular Proteus/1 sound module, with the inclusion of enhanced piano samples. Additional sample sound sets may be added by internal ROM expansion, or by adding Proteus sound modules to the system configurations. All ROM samples may be manipulated using the Master Performance System's extensive programming capabilities to create unique preset sounds by combining multiple samples and digital effects.

**Yo! It's the Casio Rap Attack!** Last year, Casio introduced the Rapman, the world's first rap keyboard. We were a bit unkind to Casio with our remarks about the Rapman, so Casio got even. Now, rappers ready to move up to a more eloquent system can choose the Rap 2, the ultimate Rap Machine with built-in cassette recorder and headset microphone. The Rap 2 still has that incredible 3 note polyphony and 25 preset sounds, but you're going to need an assistant to oper-



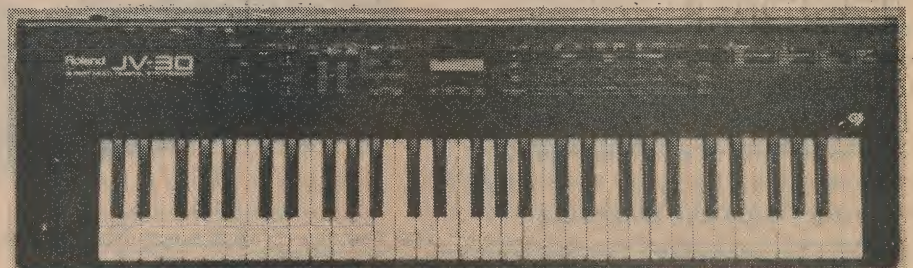
The Roland JV-80 combines CD-quality sound with unprecedented memory expandability and new performance and editing features.

instruments and synth timbres, plus 128 memory slots, for a total of 445 tones. The JW-50 features similar sound capability, with the addition of a 16 track sequencer, capable of storing 25,000 notes. The A-30 is a 76-key controller (i.e. no internal sounds), optimized for use with GS-compatible products. It features a weighted-action keyboard with two programmable split-point and transpose zones.

Alesis premiered a new keyboard and matching sound module, the S5 QuadraSynth Master Keyboard (\$1495.00) and the S4 QuadraSynth sound module (\$995.00). The keyboard features 76 keys, and 64 voices built from Composite Synthesis—a combination of subtractive and additive synthesis. Up to seven simultaneous effects can be independently assigned to any of

direct digital recording. The S4 as a rackmount version of the S5 keyboard.

**E-Mu Systems** has followed up on the success of the extremely pop-



The Roland JV-30 is an entry-level synthesizer featuring 24 voice polyphony and 317 internal sounds.

ular Proteus 1 and Proteus 2 sound modules with two new products, the Proteus/3 World and the Proteus Master Performance System. The Proteus/3 World (\$995.00) features

ate the extra 'Scratch Table.' Yep, this beauty has a Scratch Table on each end now. I guess one could use both hands on the Scratchers, and play the keyboard with the nose.





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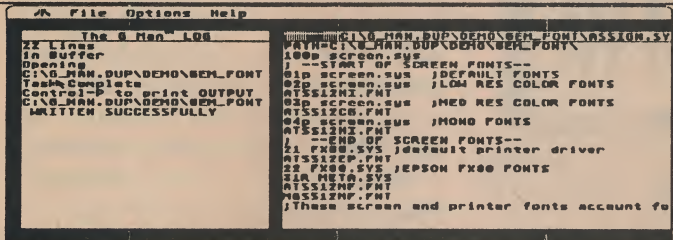
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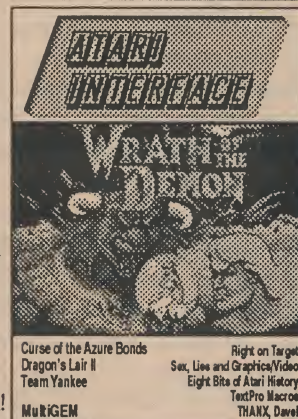
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For those on a budget look at the Rap 10, the entry level Rap Machine. It has a single scratch pad and handheld microphone, just like the Rap 1, but only features 10 rap

Lab's Creator or Notator, Dr. T's Omega and Steinberg/Jones' Cubase, all machine operations can be controlled from inside the MIDI sequencing software.

frames, note values, or other timing cues within the sequencer.

To give an example of pricing, a system consisting of a Fostex R-8 8-track, MIDI/SMPTE convertor, an Atari 1040ST, and sequencing software will start around \$4500.

By far and away, the most impressive booth for an Atari vendor at this year's show belonged to Hybrid Arts Inc.. A large sound-proof room housed a small stage with some very talented musicians giving mini-concerts at scheduled intervals throughout the show. Besides demonstrating the capabilities of the new Hybrid Arts products, these musicians provided some great music and entertainment.

When the booth wasn't busy with concerts, several workstations set up around the booth were exhibiting different Hybrid Arts products. The Digital Master (\$4500—complete



The Proteus Master Performance System is a keyboard version of the incredibly popular Proteus/1 sound module. It sports four megabytes of sampled sounds and 32 voice polyphony.

rhythm patterns and 4 drum/voice pads (no keyboard—that extravagance is reserved for professionals.)

Digital I/O was showing a new metal cased version of the Plasmec ADAS (\$1495) Hard Disk Recorder. The original version shown at last year's NAMM show did not meet FCC approval and thus never shipped. The new metal-cased system has passed FCC scrutiny and is due to start shipping March 1st.

The Plasmec provides 16 bit stereo recording at 44.1 and 48kHz sampling rates. It requires a 520ST or higher, and a fixed hard drive, a Syquest removable or magneto-optical drive. Some of the features of this popular European package are, Punch In/Out Record, Zoom and Cut to sample level, SMPTE timing, and MIDI triggering of playback and record from Steinberg and C-Lab sequencers. Software is also provided in the package that allows you to back up not only audio data, but, any files on your hard disk to a standard DAT machine.

Fostex and Atari in conjunction with Steinberg/Jones, C-Lab and Dr. T's showed "the first musician's studio system" at this year's NAMM show. The system is built around Fostex's 8, 16 and 24-track reel-to-reel multi-track recorders. Using C-

Utilizing an onboard interface, the Fostex recorders communicate with the sequencing software via SMPTE instructions. The ability to



The repackaged Plasmex Hard Disk Recorder, which now conforms to FCC regulations.

lock the sequencer directly to the tape deck's transport controls allows unlimited automated punch-ins and punch-outs using SMPTE

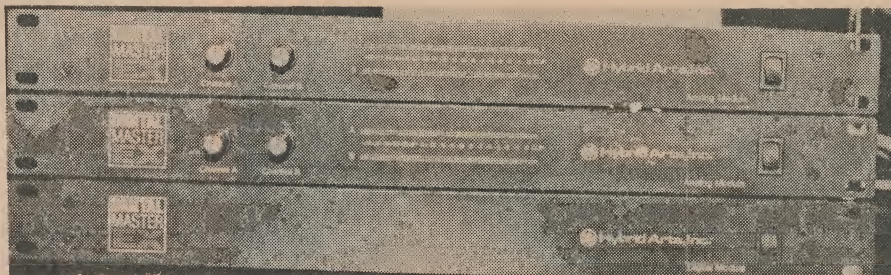
system including Atari ST with 4 megabytes of RAM and monitor) Hard Disk Recording System was one of the most exciting new prod-



ucts announced at this year's show. This hardware/software package offers 16 bit Stereo Sampling, SMPTE timing, MIDI interface, Non-Destructive Editing, Sound Effect Cue

Page, Digital Filtering, Time compression, and more. Utilizing CHAOS (Custom Hybrid Arts Operating System) the software included with this system, allows extensive editing capabilities and access to Hybrid Arts SMPTE-Track sequencing software.

Hybrid Arts representatives were quick to point out that Digital Master owners will be able to up-



Digital Master EX Modules from Hybrid Arts. Professional quality Hard Disk Recording, with configurations of up to 12 channels of digital sound by the 2nd quarter of 1992.

grade to the Digital Master EX 2 or 4 channel system, with the end user having an option of expanding to 8 or 12 channels of digital sound by the second quarter of 1992.

Another new product announced was the **Sample Playback Module** (\$1399), a 16 bit 24 voice (at 44.1kHz) 12 output sample player. This unit can function with the Digital Master EX or as a stand-

alone unit. This device has 12 audio outputs with sounds dynamically allocated, loads sounds through SCSI and conforms to Sound Designer format. It offers SMPTE synchronization, and the ability to store and playback MIDI file information.

The optional ST-MAC CD ROM (\$159) software reads all Mac sound libraries for the Atari ST. And, is compatible with the Sample Playback Module or Digital Master EX.

Hybrid Arts was also offering the **Digital Master Works DAT** (\$99) sound library, 100meg of high quality samples for the Sample Play-

## GEMULATOR

*Atari ST Emulator - Run your ST software on a PC!*

Today, many ST users use PCs at work and school. PC emulators do a minimal job of emulating the PC software on their STs at home, but they are slow, difficult to install, and can't even emulate all the graphics. What a waste of time!

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Gemulator requires a 386 based PC with VGA graphics, 4 megabytes of RAM, a hard disk, and a set of TOS ROMs. 386 based PCs are available from thousands of PC dealers for about what you now pay for a similarly equipped ST.

Since you'll want to see it to believe it, Gemulator will be shown at most Atari shows across North America this year.

*For more details send a SASE to the address below or visit our booth in Toronto, April 4-5.*

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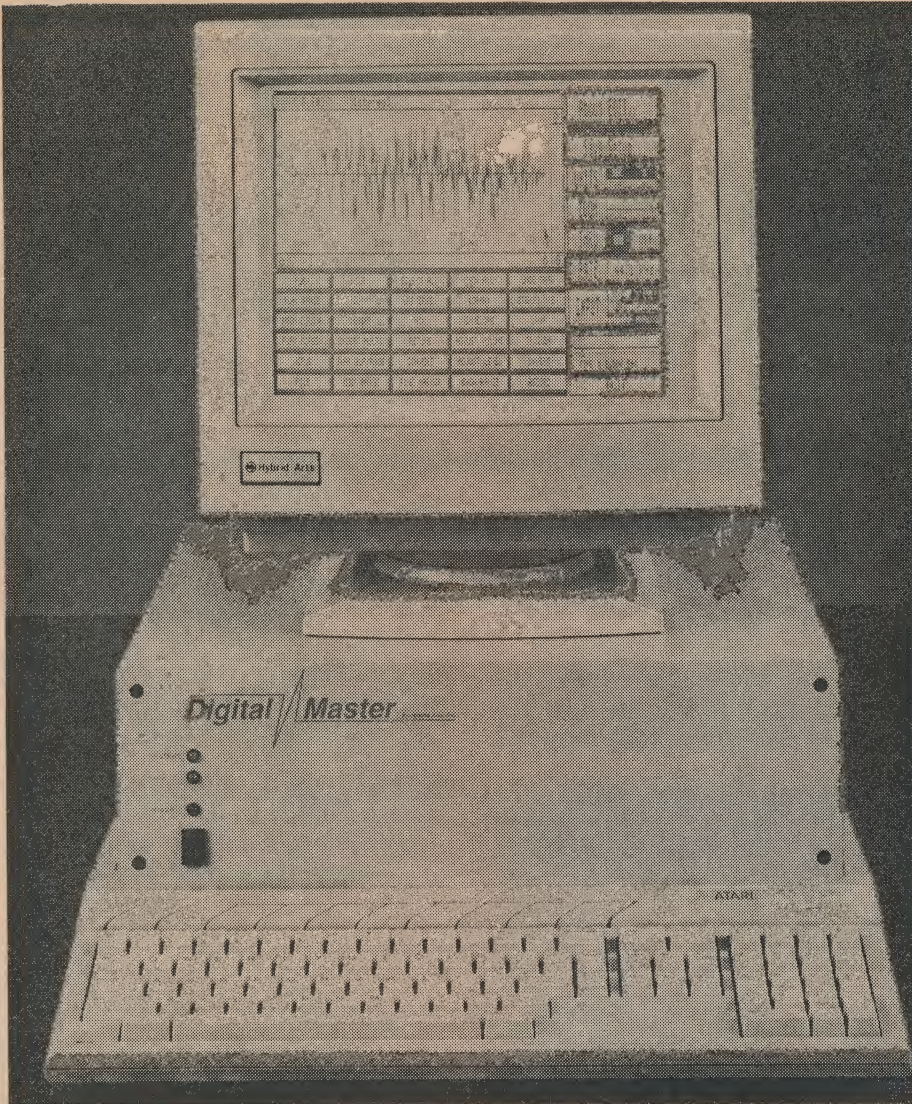
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back Module and the Digital Master EX.

## Software

Along with the many hardware products displayed at the **Hybrid Arts** booth there were demonstrations of the Edit-Track Gold series of sequencing software, the FM Melody Maker package, and Ez-Score Plus. The **GenEdit ST V 2.0** (\$249) universal editor/librarian software was also on display. This package will allow you to edit and organize sound and voice data from virtually any MIDI device. Many

new features requested by previous owners have been implemented in version 2.0, including, a Find Duplicates function that compares patches in both windows then indicates which ones are duplicated, and a Learn function which provides a way to build real-time templates from a device that transmits MIDI Control messages.

**Dr. T's Software** didn't have a booth of their own this year. Instead, Atari provide space in their booth for the doctor to demo the latest versions of his products. Most impressive was the integration of

the Fostex R8 recorder and Omega sequencing software. With Omega completely controlling the Fostex recorder, even hobbyists can achieve a level of automation once available only in megabuck recording studios.

Also announced was the upgrade to version 2.0 of Tiger Cub, the entry level composition and notation program compatible with all Atari ST and TT computers. The upgrade doubles the number of available tracks to 24, provides MIDI synchronization via song position pointer, adds Sysex recording, editing and playback, and provides a new Quantize Percentage option. The new program will retail for \$139, and upgrades to existing owners will be available for \$49.

A product in search of a distributor is **Amadeus**, from **Amadeus Music Software** in Germany. This is definitely a *professional* package, if price is taken as an indicator. Amadeus provides unprecedented flexibility in music transcription and publication. It generates camera ready artwork for Atari or PostScript-compatible laser and Linotype printers, and includes titles and headlines, lyrics, guitar diagrams, and performance notes and text. A 30-track sequencer provides the means of manipulating MIDI data, and input can be via the keyboard or other MIDI devices, in real or step-time. Amadeus requires a Mega 4 or TT, and at least 20 MB of hard disk space. The package includes an English manual, 8 diskettes, a ROM module, the Idris operating system (a UNIX look-alike), 12 typesetting-quality fonts, and list price of (sit down)—\$5750. Anyone interested in importing this package should contact Amadeus Music Software directly....

John Eidsvoog of **CodeHead Software** was busy in the Atari booth showing his new **MIDI Spy** (\$79.95) software. This innovative sequencer plays or records in the background on any ST/TT comput-



er. This means that MIDI Spy is always active, and, MIDI data can be recorded from the desktop, or within any active GEM or TOS application. Even while you're downloading files from your favorite BBS or resizing graphics, you will be able to capture or playback those inspired 'licks' that used to get away.

MIDI Spy will also load and save standard MIDI files, so, once you've captured data, it can be transferred to your favorite sequencer for editing. This software can be configured to play back a list of files in 'juke-box' fashion, while you continue to work in other programs. In addition to 'hot keys' that are always active, MIDI Spy can also be controlled from your MIDI keyboard. A special mode is available that lets MIDI Spy record data directly from MIDIMAX (\$49.95), CodeHead's real time performance software.



Steinberg/Jones, in addition to showing versions of Cubase for two other platforms, announced Cubase V 3.0 (\$579) for the Atari. The most notable changes being improvements in Cubase's Score Printing techniques. Not only does this version allow a fully user-definable score page layout mode, it also

provides for drum notation.

Version 3.0 introduces a new concept for handling tracks in Cubase. The new track list contains a mode in which you can define track types as MIDI, tape, drum, mixer, harmony, group, or style. Other features promised include, TT compatibility, 384 ppq timing resolution, logical edit templates, eight simultaneous Mixer Maps, and more. Although upgrade prices were not announced, registered Cubase owners will be notified by mail.

One of the busier independent booths displaying Atari specific products, was Oktal International. This Canadian company introduced their powerful MIDI sequencing software MULTI 1.1 (\$495) at last year's NAMM show. This package offers such features as, 768 ppq timing resolution, full notation capabilities, multitasking

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#662- Holidays #2  
#663- Holidays #3

#664- Holidays #4  
#666- Teddybears #1  
#667- Teddybears #2  
#668- Insects #1  
#669- Composers #1  
#670- Seashells #1  
#671- Men #1  
#674- Faces #1  
#675- Early Civilization #1  
#680- Birds #3  
#681- Children #1  
#682- Women #1  
#683- Women #3  
#684- Women #3  
#685- Women #4  
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operation, real-time editing, MIDI mixer and much more.

But, the real excitement at the Oktal booth was an Atari TT, on which programmer Nicolas Michaud was demonstrating **MULTITUDE**, a new generation of sequencer that is built on the power of **MULTI**. Many new features have been added in this new sequencer. The most notable in comparison to **MULTI** being that the tools and editing icons are now universal to the different editors.

In addition, **MULTITUDE** takes advantage of the sampling capabilities of the new **STE** and **TT** computers. An editor is provided in the sequencer to playback samples through the audio outputs of the Atari computers. The sampling features support most **ST** sampling cartridges, i.e. **Replay**, **Digisound**, etc. Look for **MULTITUDE** to be



available around the first of March. Pricing and upgrade policies are to be announced at that time.

All-in-all, not a bad show. Maybe there wasn't a lot of new stuff to salivate over, but the old stuff is still pretty darn good! Atari is still a major player in this market, and all indications are that they will con-

tinue to be one for quite some time.

*John Davis is a Senior Engineer for a California based computer company. When he's not out traveling the Texas highways, he enjoys making noises with his computers, flying model airplanes, and making life miserable for cats. His wife and kids hope he will grow up soon.*

*Jerry Davis is an electronics technician from Lubbock, Texas. He has worked as a sound engineer and played bass with area bands since 1977. He tries to divide his spare time and money judiciously between his wife and two sons, working in his converted garage/studio, and writing for Atari Advantage. Jerry is confident that he will achieve oneness with the universe as soon as he collects enough MIDI equipment.*

# TEC

## Tos Extension Card

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# TOS 2.06





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# The Ralph C. Turner Trilogy

## The closest thing to an ST/TT owners bible

Reviewed by Ken Ballweg

**I**T'S A KNOWN FACT THAT the one thing common to all computers is the MFG or Murphy Field Generator; a totally undocumented feature which does not appear in any schematics, but is there nonetheless. Also known is the fact that this feature is telekinetically activated by ignorance, and that it can only be switched off by a little knowledge, which in turn can only be had if it comes from someone who knows from experience what they are talking about, and talks about what they know in plain English.

This undoubtedly accounts for why there is an institution in the Mac world known as the "Macintosh Bible." It's a thick (over a 1,000 pages), authoritative, and comprehensive book which offers the Mac owner, either old or new, a mix of instruction and advice on virtually every aspect of Mac usage from the simple to the most complex.

Atari owners familiar with "The Bible," who may have wished for something similar for the ST/TT

line, can take heart; with the recent release of *Turner's Third Book of Atari ST Topics*, Ralph Turner and his publisher, Index Legalis, are well on their way to producing a series which, taken as a set, may well come to be considered the ST owner's "Bible."

Don't misunderstand, Turner's work is original, and not an imitation of the other in any way, but they are comparable in that both exist because of the previously mentioned Murphy Field which seems to be built into all computers great and small, and the need for experienced, machine specific knowledge to deactivate it.

Turner released the first book in his series, *The Atari ST Book*, in 1988, the second, *Intermediate and Advanced Atari ST Subjects*, in 1989, and in late 1991 he released *Turner's Third Book of Atari ST Topics*.

While this is ostensibly a review of the newest offering, it's hard for me to regard the set as anything other than sections of a larger work in progress. To do the most recent section justice requires a little context, which may prove old news for those of you who have bought each section as it has come out, but those who are not yet familiar deserve to know what has gone before.

The first, *The Atari ST Book*, is subtitled "Tips, Instructions, Secrets and Hints for the 520, 1040 and Mega ST." Which should be considered a splendid example of

truth in packaging.

This is *THE* Atari ST book; the one which should be bundled with every new ST sold, or at least bought on the same day.

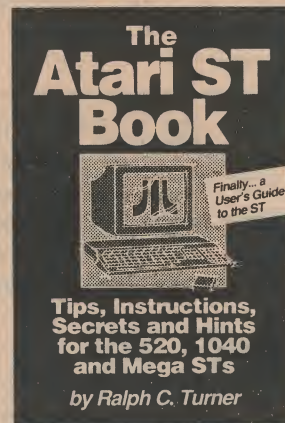
It's not a replacement for the ST owner's manual, just a very good supplement which picks up right where the overly basic owner's manual ends.

The topics covered in *The Atari ST Book*, are the basics including sections on RAM disks, file theory and management techniques, item

selector techniques, how to set up an auto folder, how to copy files, and how to fiddle with the DESKTOP.INF file and Control Panel, desk accessories, some sage advice on warm boots versus cold boots, techniques for installing applications, a section on public domain software, printers, modems, and two sections covering word proces-

sors, a grab bag of miscellaneous information, and finally a section on chess programs.

When I first read the book several years ago to do a review, I was initially skeptical that the book would be of much use to anyone but the beginner. However, after finding a simple tip on the power of using the "close window" command on the menu bar as a quick way to return to the desktop, and (finally) an explanation for some disappearing revisions to DESKTOP.INF files which I had puzzled over, as well as several dozen other such nuggets, I had no qualms about recommending



### The Ralph C. Turner Books

- The Atari ST Book
- Intermediate and Advanced Atari ST Subjects
- Turner's Third Book of Atari ST Topics

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it to even experienced users. Sometimes we "power users" overlook what another person would consider obvious.

Looking back over *The Atari ST Book* now, I realize that it is showing its age a bit; the section on magazines offering ST coverage lists 17 titles (ah those were the days) and some of the programs referred to are no longer available, but overall the information is basic enough to hold up well.

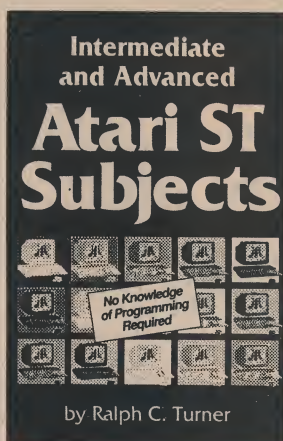
A year later, my reaction to *Intermediate and Advanced Atari ST Subjects* the second book (or, "section" if you will) of the series, was that it covered more esoteric information than I would ever need.

That was a few months before I got my first hard drive, and the book became an indispensable reference saving me from having to constantly reformat and reinstall everything after I would add some new desk accessory and lock myself out of the boot sector.

A new hard drive is guaranteed to turn the Murphy Field Generator back on quicker than any other change in your system.

The topics covered in *Intermediate and Advanced ST Subjects* include: hard disk management and optimization, ASCII files, IBM emulation, disk structure and recovery of lost files, assembling your own hard drive, SCSI and LUN IDs, connecting multiple SCSI devices, hooking up a 5 1/4-inch floppy drive, sector and file editing, binary, hex and decimal codes, control code and escape sequences, and miscellaneous section.

More than the first book, this one comes off the shelf at odd times as a critical reference source for some obscure point of info that I never thought I would need, but am sud-



denly grateful to have.

This is also turning out to be true of the third and most recent release in the series, appropriately titled *Turner's Third Book of Atari ST Topics*.

The book opens with a section explaining the differences between the new TT and the ST while including the MegaST<sup>E</sup>.

There are several chapters on MIDI including a general introduction that will demystify this area if, like me, you are a total MIDI neophyte, a technical section on hooking MIDI instruments to the ST and another on using the COSH public domain music sequencing program.

There are five chapters devoted to communicating with other computers including an introduction to using a modem, a chapter on modem settings, another on telecommunications, one on accessing Bulletin Board Systems (BBSs), and a very comprehensive chapter on going online with GENie and CompuServe. If you want to know how to do file transfers from a Mac or IBM to an ST, there is a section explaining the use of a null modem.

There is a chapter on transferring files between databases, another which offers mini reviews of some of Turner's public domain and shareware favorites. Consistent with his free ranging style, he closes with a chapter of brief answers to miscellaneous questions.

While the subject matter may be enough to pique your interest, each book adds up to more than the sum of its topics. What makes Turner's

books stand out is his approach to the experience of using an ST/TT. More often than not, his format is based on asking a question which focuses on a specific problem ST users are likely to run into. He then researches the problem and experiments with solutions until he is able to frame an answer. But, what really makes the series is Turner's attitude towards his readers.

In his words: "[The] stage, during which I organize my thoughts prior to writing, is critical. There's a danger that, having just completed a lengthy period of research and experimentation, I may be so comfortable with the material that I forget what it felt like to be a novice, what it felt like to be confused.

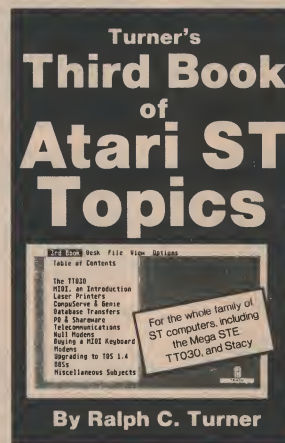
"In other words, it's not enough to know something about the ST. I need to be able to express that

knowledge in a manner that can be understood by the non-expert. That's what this book tries to do."

In my opinion, that's what he succeeds at in all three books. If you own an ST, you will greatly increase your productivity, and the usefulness of the machine by reading these books.

Finally, I think it important to empha-

size that these books are not just recommended by default. While it is true that even the most comprehensive ST bibliography would be a slim one at best, Turner's books would stand out even if there were ten times as many titles available. The value of these books comes from the author's undeniable talent for picking topics worth knowing about, then writing about them in way which combines clarity, thoroughness and readability. It's a rare talent, and one which the ST community is lucky to have.





# Forget-Me-Clock II

## Hey Folks... What Time Is It?

Reviewed by Robert Angone

**F**ORGET-ME-CLOCK II, for the Atari ST & ST<sup>®</sup> computers, is a battery-operated clock cartridge, with accompanying utilities software, that will keep track of the time and the date and set the system and keyboard clocks whenever you boot or reset your computer. In addition, the FMC II cartridge functions as a pass-through port, which means other cartridges connected to FMC II will function normally. This feature was tested with a 512K Polydisk cartridge, which worked without problems. The FMC II cartridge itself tracked the current time and date reliably and accurately.

The FMC II package has a ten-day money-back guarantee; the cartridge and the battery are guaranteed for two years. FMC II is manufactured by Frontier Software of the UK, and is distributed in North America by PDC. FMC II will work on any ST, including the Mega series and the ST<sup>®</sup>.

### Installation and Setup

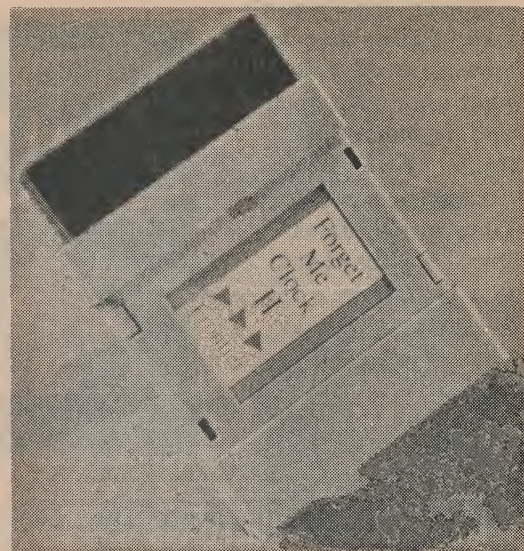
FMC II's installation and setup couldn't be any simpler: remove any cartridges already in the port; plug in the FMC II cartridge; and reboot the machine with the utilities disk

in Drive A. An alternative is to copy AUTOFMC.PRГ into the AUTO folder on your boot disk or hard drive boot partition, and copy FMCII.PRГ and FMCII.RCS into the root directory, before turning your computer off. When you reboot, the cartridge will be ready and the utilities will be at hand.

The first time you use FMC II you'll be informed that the clock is not active. This is because FMC II has a software-controlled STOP option to turn the clock off. Off is the factory setting so that the battery doesn't wear down. This is useful if you don't plan on using your computer for a length of time. On the other hand, if you were to stop the clock every time you turned off the machine, you wouldn't need the cartridge.

Unlike the Atari's Control Panel accessory, which accepts the (A)m or (P)m in the time field, FMC II's clock setting must be entered in the 24-hour military format (1pm equals 13:00:00). If you don't enter the time in this format, the time and date stamps, at the Control Panel and on files, will be off. As well, the date must be set in the European format (Day, Month, Year). This is not a problem as the date stamps for files and the Control Panel will have the date in the proper month, day, year format.

Once you've set the cartridge, AUTOFMC.PRГ (in the AUTO folder on your boot disk or hard drive boot partition) will, each time you boot or reset the computer, read the clock and set the time and date. Additional cartridges can be piggy-backed on to FMC II which, after being set, becomes transparent; the



functions of the 512K Polydisk cartridge I use here haven't changed. Everything works fine. Everything continues to work fine. And there you have it.

### What could go wrong?

The only possible problem you may encounter (other than a weak or dead battery or an outright failure of the cartridge) is with older versions of Atari's Control Panel accessory. If you find on boots or resets that the time and date on the Control Panel is always at its default setting, Frontier suggests that you get a newer version of the Control Panel accessory. The default setting on the panel I use here is midnight of 11-20-85. I'm not sure if there's a default setting earlier than this, and in any case, no conflicts arose. FMC II also tested fine with Atari's new X-Control extensible control panel.

### Summary

The Forget-Me-Clock II package comes with the cartridge, installation guide, and 360K utilities disk. The disk is not copy-protected, and all the necessary files are even duplicated in a folder called BACKUP.

Forget-Me-Clock II works perfectly and lives up to its name: buy it, plug it, set it, forget it.



### Forget-Me-Clock II

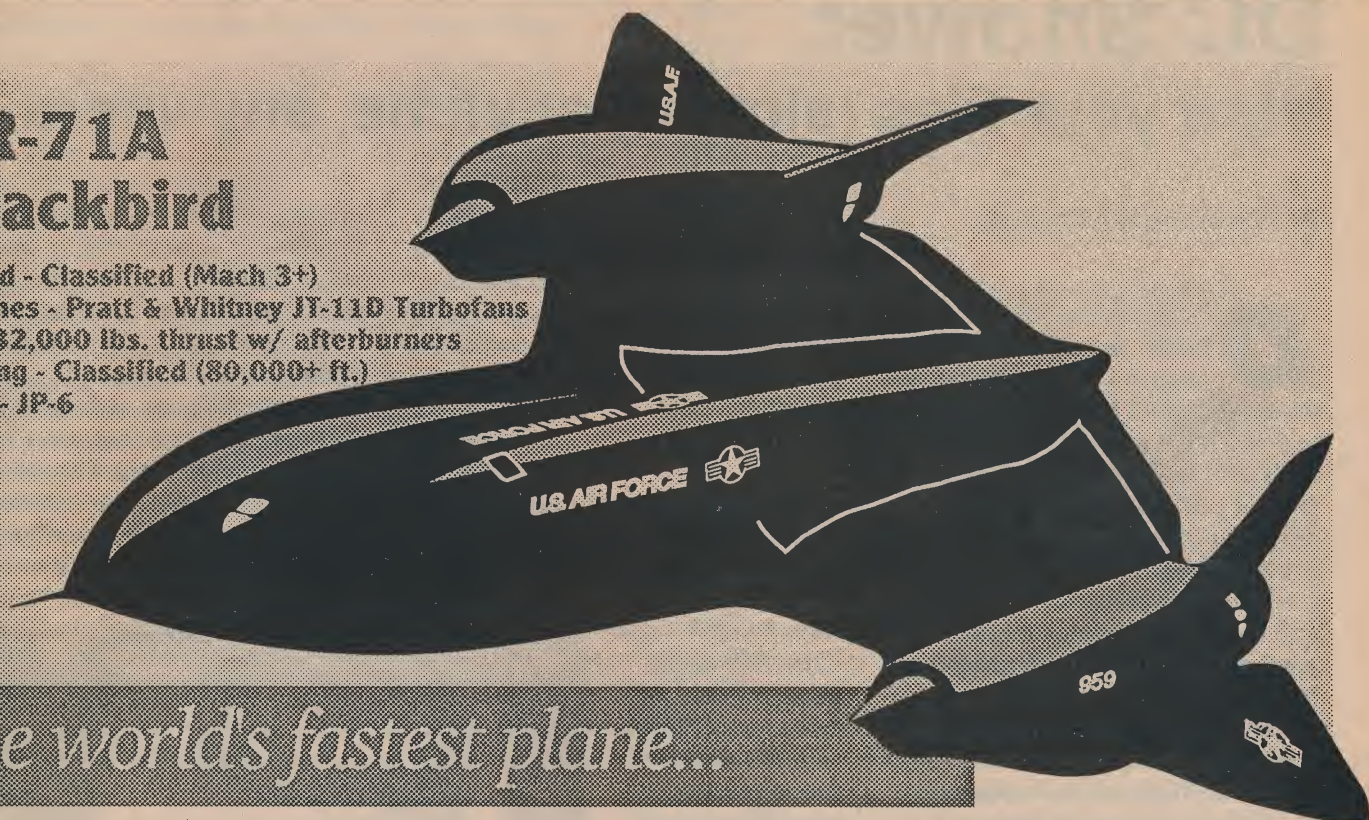
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# DC Shower

## View your files (almost) anytime, anywhere

Reviewed by Ed Krimen

**D**OUBLE-CLICK ON ANY file on the ST that isn't a program or that isn't a document assigned to an application, and you'll get a SHOW PRINT CANCEL dialog box. Click on Cancel and you'll be returned to the desktop. Click on Print, and if you're having a good day, your printer will do its thing. Click on Show and a variety of things might happen, contingent upon what kind of file you double-clicked on.

Let's say you double-clicked on a standard ASCII text file. Selecting SHOW will elegantly display the file on your screen, 23 lines at a time. It's even generous enough to pause at the end of the screen so you can have time to read it. After finishing the first screen, you go on to the next. Oh, but wait! You went too far. Can you go back? No!

Let's say you double-clicked on a document created in Word Writer. The computer will pause every 23 lines to let you view the document, just as if it was an ASCII file. But wait! How can you read it? There are no spaces between the words!

Let's say you double-clicked on a picture file. Maybe it's a small

Degas file, or a Spectrum 512 image. What do you get when you select SHOW? You get multimedia mayhem: a myriad of characters flying and flashing by, with an accompanying cacophony of bells and dings.

### The Solution

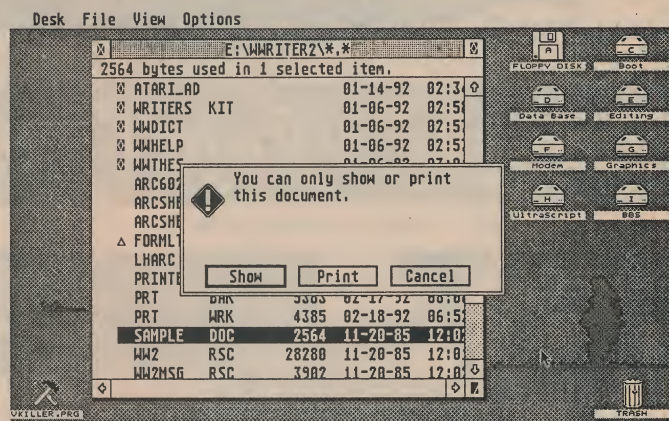
Well, there are solutions to these problems. Perhaps one of the most elegant and integrated is the DC Shower package from Double Click Software. Double Click offers a good collection of software for enhancing your ST-compatible computer, and DC Shower is one of the most useful. (By the way, "DC Shower" rhymes with "mower," not "tower.")

DC Shower comes complete with a well-written manual and single-sided floppy disk. Contained in the AUTO folder on the disk are the DC Shower modules and the main DC Shower program. Various extraneous utilities as well as a README file are also on the disk. DC Shower is written as a TSR, or a Terminate and Stay Resident program, so that once it's executed from the AUTO folder at boot time, it will remain in memory and operate when it's told to do so.

The main DC Shower program is like the ring leader of the circus. If it isn't installed before the others in the AUTO folder, then the DC Shower modules won't operate. It

installs the system vectors needed to tell your computer that when you select SHOW, you want the appropriate DC Shower module executed.

There are quite a number of DC Shower modules included on the disk, and the guys at Double Click Software promise that more will become available. Each DC Shower module must run after the main DC Shower program. It doesn't matter what order the modules run in the



The Desktop's very familiar Show, Print, Cancel dialog box.

AUTO folder, just as long as they run after the main program. Each module is also a TSR, so it remains in memory, ready to be called at any time. With all of the modules and the main DC Shower program loaded, the whole set takes 90K of memory. DC Shower is written in 100% assembly, so it's really fast.

### The Modules

The DC Shower module that controls text display is called DCSHO-TXT. If you have selected an ASCII text file, a Word Writer document, or a First Word document, then they will be displayed in a standard, readable form. Word Writer and

### DC Shower

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First Word documents will be formatted properly, with spaces included between the words. Text files and documents can be scrolled forward by pressing the left mouse button, the spacebar on the keyboard, or the down-arrow key. Conversely, files can be scrolled backwards with the right mouse button, or with the up-arrow key. To jump to the top or to the bottom of the document, hit the T and B key, respectively. You can also search for a particular occurrence of a word or phrase. DCSHOTXT will let you view text files that are larger than available memory. For example, let's say you have a 1.5meg file you want to view, but you only have 400K of memory free. DCSHOTXT will let you view (and search through) the file by loading as much as possible into memory. When you need to view the rest, it will load it virtually transparently; all you'll see is the disk access.

There are quite a number of DC Shower modules included on the disk, and the guys at Double Click Software promise that more will become available. Each DC Shower module must run after the main DC Shower program. It doesn't matter what order the modules run in the AUTO folder, just as long as they run after the main program. Each module is also a TSR, so it remains in memory, ready to be called at any time. With all of the modules and the main DC Shower program loaded, the whole set takes 90K of memory. DC Shower is written in 100% assembly, so it's really fast.

## The Modules

The DC Shower module that controls text display is called DCSHOTXT. If you have selected an ASCII text file, a Word Writer document, or a First Word document, then they will be displayed in a standard, readable form. Word Writer and First Word documents will be formatted properly, with spaces included between the words. Text files and documents can be scrolled forward by pressing the left mouse button, the spacebar on the keyboard, or the down-arrow key. Conversely, files can be scrolled backwards with the right mouse button, or with the up-arrow key. To jump to the top or to the bottom of the document, hit the T and B key, respectively. You can also search for a particular occurrence of a

DC Shower in its text mode will display the filename, its size, and the tab width on the bottom line. Pressing the HELP key will bring up a list of key commands.

The DCSHOHEX module will display binary data, such as desk accessories, programs, or non-text files. You won't get the scrolling garbage with bells and dings; instead, you'll get a sector editor-type listing of the file, with ASCII on the right and its hexadecimal equivalent on the left. If you still want to see this file as a document, you can

hit the "A" (for "ASCII"), and the data will be moved to the DCSHOTXT module where you can view it. DCSHOHEX will also search by means of specific bytes, words, longwords, or text. You can even view memory in certain locations.

DCSHOPIC will display a large variety of picture formats, including Degas uncompressed (PIx, where x is a 1, 2, or 3 depending on the resolution), Degas Elite or Degas compressed (PCx), TNY or TNx, Spectrum 512 uncompressed (SPU), compressed (SPC), smooshed (SPS), MacPaint (MAC), and IMG

to name a few. Spectrum images can only be viewed in color resolutions, however. Much to my disappointment, if you attempt to view a Spectrum picture in monochrome, the computer resets. Shame, shame, shame on Double Click. They should have trapped this, so if this operation is attempted, the

user will get a warning. Or better yet, I'd like to see the images displayed in dithered monochrome. DCSHOPIC will also let you save the currently-viewed image as either a Degas uncompressed (PIx) or Degas compressed (PCx) image.

DCSHOSND will play a digitized sound. If the filename extension of the selected file is a number,

Offset	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	0123456789ABCDEF
00000100:	00	02	65	14	00	79	00	00	1E	C4	62	0C	20	49	61	00	e ay ab Ia
00000110:	03	42	42	79	00	00	1E	C0	4E	D0	3F	00	61	00	00	DA	BBY ijnd? a u
00000120:	61	00	03	30	30	17	41	F9	00	00	1E	26	4A	30	00	00	a 00 A* &J0
00000130:	67	76	68	74	30	17	48	E7	7F	7E	3A	00	0A	39	00	00	gvkt0 Hra~: 9 C
00000140:	00	00	00	18	61	00	08	50	61	00	09	42	0A	39	00	00	a Pa B 9 C
00000150:	00	00	00	18	45	F9	00	00	1C	B6	42	86	1C	32	50	00	E* ABa 2P
00000160:	48	46	45	F9	00	00	1C	A6	1C	32	50	00	CC	3C	00	7F	HFE* a 2P >C Δ
00000170:	8C	3C	00	0F	62	04	61	00	14	7A	4C	DF	7E	FE	30	17	q< b a zL~0
00000180:	45	F9	00	00	1C	A6	4A	32	00	00	6A	1C	3F	00	3F	3C	E* aJ2 j ? <
00000190:	FF	FE	20	78	04	04	4E	90	58	8F	0C	00	00	01	00	00	~ x NEXA C
000001A0:	67	92	54	4F	42	00	60	46	30	1F	4A	39	00	00	00	0A	gET00C* F0 J9
000001B0:	67	28	48	E7	FF	FE	3A	00	24	79	00	00	1E	A6	0A	6A	g(Hr~: Sy a'J
000001C0:	00	10	66	08	61	00	06	26	42	6A	00	10	24	52	85	FC	f a &0j SRE~
000001D0:	00	00	1E	A6	66	E8	4C	DF	7F	FF	41	F9	00	00	1E	26	af0L~A* &
000001E0:	42	30	00	00	C0	FC	00	12	D0	BC	00	00	10	06	51	F9	BB ij~ Cq 0*
000001F0:	00	00	1E	B7	4A	00	4E	75	41	F9	00	00	1E	26	4A	30	AJCNa* &J0

Input: [U]p [D]own [T]op [B]ottom [O]ff-set [Q]uit [A]scii [S]earch

Name: ICDBOOT.SYS | Size: 10275 bytes | Attributes: advshr  
Date: 01-06-92 | Time: 02:47:20 pm | 100000

DC Shower in its hex mode will show the offset position, the hexadecimal value, and its ASCII equivalent on the screen.

thereby representing the speed of the sound, then the file will be executed by the DCSHOSND module. You can even change the speed of the sound. It's strange though when you try to view a file like "README.31;" instead of being loaded into DCSHOTXT, it's run by DCSHOSND because of the ".31" extension. To view the file in DCSHOTXT, you just hit "A," for "ASCII," *et voila!*

Another set of DC Shower modules makes it very easy to extract and view the contents of files that are compressed with ARC, LZH, ZOO, or ZIP compression algorithms. The modules are named DCSHOARC, DCSHOLZH, DCSHOZOO, and DCSHOZIP. All four operate identically except for the types of files they decompress, of course. When you double-click on a file with an ARC, LZH, ZOO, or ZIP extension, the file will be loaded and the respective module will execute. Depending upon the module's configuration, different things will happen. If you have the module set to Prompt, then you will be prompted to list the contents of the compressed file, to extract the files, or to quit. If you have Extract selected, then the compressed files will be extracted, without a prompt. If you have Verbose selected, then you will get a verbose listing of the compressed file, with a prompt to ex-



tract the files or another verbose listing.

The external application used to configure the DC Shower decompression modules is called **DCSHOCFG**. It configures each module separately. It also has a setting if you want the files extracted to a folder. Unfortunately, sometimes I will want files extracted to a folder, and sometimes I don't. The only way to change this is with **DCSHOCFG**. The change can't be done on the file while you're in one of the decompression modules; you must run **DCSHOCFG**, change the folder setting, then exit back to the desktop to double-click on the compressed file again. What a pain! I hope Double Click plans to

Press [ESC] to abort.

Actual	Stored	Type	Date	Time	Name
17274	6837	-lh1-	11/25/91	06:01p	DCSHOHEX.PC3
120	104	-lh1-	11/25/91	07:47p	DCSHOHEX.TXT
16534	8013	-lh1-	11/25/91	06:02p	DCSHOTXT.PC3
164	133	-lh1-	11/25/91	07:45p	DCSHOTXT.TXT
10403	4711	-lh1-	11/25/91	05:45p	DCSHOWER.TXT
44495	19798				5

Using F:\MAIL\DC\_SHOHR.LZH  
Extracting to F:\MAIL\DC\_SHOHR\

eXtract, Verbose list, or Quit? (mouse button = QUIT) [xvq] █

An example of **DCSHOWLZH** in action. A Verbose listing of an LZH file is shown. Pressing "X" will extract the files.

fix this.

## Additional Enhancements

DC Shower comes with **DC Pick**, a small application that can be run as a desk accessory or a program. If **DC Pick** is loaded as a desk acces-

sory, it lets you use the DC Shower modules from any GEM program with a menu bar. Alternatively, you can run it as a program. If you want to use **DC Pick** as the alternate viewer in **NeoDesk**, this can be done; however, I would like to see **NeoDesk** have the option to call **DC Shower** directly like the regular TOS desktop, bypassing the need for **DC Pick**, which must be executed as a program. (I have already expressed

this desire to Dan Wilga, the author of **NeoDesk**. Your support can also help.)

Finally, **Universal Item Selector 3.3** from Application and Design Software looks for **DC Shower**, and replaces its internal "show" routines

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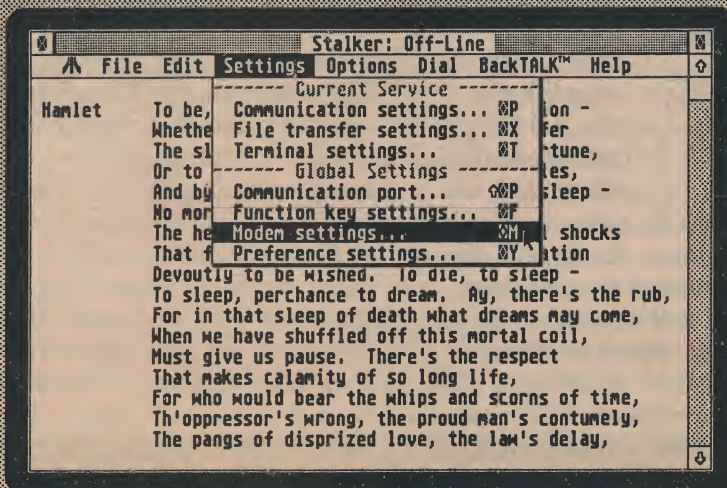
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with DC Shower's. Therefore, you are able to page through text files, view pictures, view and extract compressed files, and even listen to sounds wherever the Universal Item Selector can be accessed.

## Suggestions

Nothing's perfect, and DC Shower isn't an exception. A lot of people don't have really fast hard drives, and even floppy drive users who would like to take advantage of the DC Shower capabilities will have to wait for DC Shower and its modules to load. I would like to see the modules included in the main DC Shower program, which would cut down on drive access. This would decrease the time spent loading TSRs from the AUTO folder. To deactivate and re-activate modules as desired, I suggest a modified DCSHOCFG to do the job or the

## "I highly recommend DC Shower."

ability to change the status of the modules with a keypress when DCSHOWER.PRG is loaded from the AUTO folder. When new modules are done, they can be released as patch programs for the DC-SHOWER.PRG file.

I'd like to be able to configure custom keypresses for DCSHOTXT, so that I can replace "T" with "Clr

Home" if I want to get to the top of a file, for example. I'd also like the option to decide at the point of decompression whether I want the extracted files stored in a folder or the same directory as the compressed file.

## End Of Document

DC Shower's retail price of \$29.95 is a good deal for what you get. It's one of those programs that you'll miss if you use an ST without it. And DC Shower is always there if you need it, since it resides in memory. Some extremely useful features, especially the ability to view files that are larger than your available RAM, are rarely if ever found in other programs, either commercial, shareware or freeware, or public domain. I highly recommend DC Shower.



- An open letter to all Atari users from Chris Latham, author of Universal Item Selector (UIS) and Universal Network:

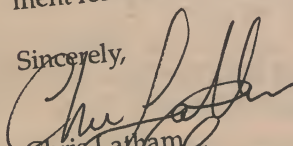
I want to announce that I am no longer associated in any way with Application & Design Software (A&D), publisher of Universal Item Selector and Universal Network. I will no longer be able to provide any support for, or upgrades to, the two products to which I hold the copyrights. I hope that this will not cause any hardship for current users of the products.

However, at the same time, I am excited to announce the birth of my own software publishing venture, *PowerPoint Software*.

My first product is "PowerNet", the most powerful networking system for the Atari ST...TT! To introduce the new product, I am offering a special one time "trade-in" program explained in this ad.

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Sincerely,

  
Chris Latham  
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# Diamond Back II 2.41

## The Swiss Army Knife of backup programs

Reviewed by Ron Robinson

**A**DDING A HARD DRIVE to your computer is one of those universally agreed upon "best things to do" for all computer users. You quickly become accustomed to the speed and convenience a hard drive offers. However, the risk of losing the data on your hard drive grows proportionally with the time between backing up your drives and the importance of the data.

Backing up your hard drive to floppies is about as much fun as watching paint dry. It is perfectly understandable why no one wants to mess with performing backups to floppies. Unfortunately, all that is usually needed to convince someone of the necessity of backups is for them to suffer one hard drive crash. A crash will always happen at the worst possible time,—when you have no backups—when you don't have time to reinstall all your applications.

### Backup Strategies

Of course one of the best solutions is to own a high capacity hardware backup device. ICD offers a great tape backup product that is very fast, but the price may be a little out of reach for the average user. With the price of Syquest removable cartridge drives and media dropping, they are becoming a reasonable alternative to floppy based backup. A third alternative, as people add higher capacity hard drives to their system, is to use their old hard drive for backups.

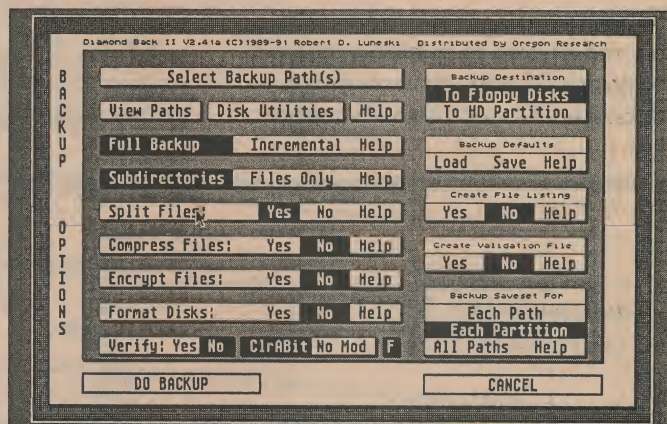
You say you don't have a rich aunt and don't figure your chances for winning the lottery are all that great? There are a few things you can do to make life easier.

By using a combination of full and incremental (partial) backups to maintain the data on your hard drive, you can achieve complete backup coverage of your data with minimal time investment.

Perform a full backup right after setting up your hard drive, before making a major hardware change, before trying a disk optimizer the first time, after installing a major application, and a couple of times a year after that. This hopefully will give you a relatively complete collection of your programs. I like to recirculate at least three full sets of

disks, this allows me to go up to a year back if necessary.

Next, the key is to *regularly* perform a backup of any data that has *changed* on your drive. The easiest way to do this is to use a program that performs incremental backups. An incremental backup will search your hard drive for data that has changed since the last time you performed a backup of your drive, and



Backup options screen lets you configure your backups to meet your requirements, including compression, encryption and floppy disk vs. hard disk destination device.

only save data that has changed since then.

Incremental backups will be very fast if you normally do not change or add much to your hard drive and will always be faster than backing up the entire drive. The best thing to do, particularly if you have valuable data on your hard drive, is to do a quick incremental backup before leaving or shutting down your computer for the day. Incremental backups have the disadvantage of leaving many versions of the same data file scattered across the floppies. This problem can be minimized by restarting with a fresh set of disks after doing a full

### Diamond Back II

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backup.

One additional tip for making incremental backups easier, is to set up one of the partitions on your hard drive as a "data" partition. Then set up folders for each of your major application programs. As you use the programs, most of the data activity will take place in your data partition and allow you to focus your backups on that partition.

One of the keys to making backups livable is to own a fast, reliable backup program. The easier and faster your backups are to perform, the more likely you are to do them. **Diamond Back II** easily meets and exceeds these requirements as a very fast, GEM based hard drive backup program for Atari computers offering a full range of backup and restore capabilities in one program. The program is designed to be easy to use for the beginner but can grow with your needs by supporting virtually every backup option you can imagine.

## Features

Diamond Back II provides a comprehensive assortment of features:

- Full GEM Interface.
- On-line help.
- Backup to floppy disk, hard drive partition or removable media (Syquest) cartridge drives.
- Automated single pass backup of drive partitions, directory paths, file types or specific files.
- Flexible creation of Backup sets from different paths or partitions.
- Flexible backup and restore options include wild cards to specify file types to backup or files to include or exclude from backup. Different wild card masks may be selected for each path.
- Incremental backups and restores by time/date or archive bit (TOS 1.4 and up).
- Configuration files can be generated to save and load your favorite backup methods.

# Hard Drive Backup Terms

**A-bit:** The archive bit used by a file to indicate it has already been backed up. Early versions (pre 1.4) of TOS did not support this feature.

**Backup to Other Devices:** Backing up to devices other than the floppy. Very helpful for those with an extra hard drive, Syquest, Supra FD-10 or other removable media hard drive products.

**Compress Files:** Compressing the files as they are saved will reduce the number of floppies needed. This is much like ARCing each and every file. However, you will not be able to access the files from GEM.

**Checksum:** A mathematical operation that "sums" all the data in a file that produces a unique value. This value can be used to check the integrity of the data in the file or to see if data in the file has changed. Faster than CRC but less reliable.

**CRC:** Cycle Redundancy Check -- a mathematical operation on all the data in a file that produces a unique value. This value can be used to check the integrity of the data in the file or to see if data in the file has changed. More reliable than checksums but slower.

**Encrypt Files:** Encrypt your files so that they can not be read without a password. If you need to protect your backups from prying eyes, you will find this feature useful.

**GEM Disks:** Disks created are compatible with TOS. If not, the backup program will be needed to restore your files. If the program uses a custom format, and a disk goes bad, you may lose all the data for that set of disks.

**Incremental Backup/Restore:** Backing up only files that have changed since the last backup (archive bit method) or since a specified date. This can cut down on backup time considerably and is very useful for daily backups.

**Partial Backup and Restore:** The ability to select a group of files for backup and restore. Handy for saving/restoring a specific type or group of files on your hard drive. Needed for restoring a single file if lost.

**Saveset:** A collection of paths/files/partitions that are treated as a single group.

**Spectre Partitions:** The Spectre uses a special format not readable from the ST. Owners of the Macintosh emulator product would find the ability to backup their Macintosh data quickly from the ST useful.

**Split Files:** If a file is too large to fit on the disk, it can be split between disks. This option will generally use less disks to backup your data and is very necessary if you have files too large to fit on a floppy. If you split the file between disks, you'll need the backup program to retrieve that file.

**UNIX Style Masks:** Special characters for selecting files. Characters of the form "[abc],[a-k],and [!abc]" can be used as masks. "[abc]" means



## Backup Terms (cont.)

include every file with a "a, b, or c" in that position, "[a-k]" means include every file with any of the letters "a through k" in that position, and "[!abc]" means include every file except those with "a, b, or c" in that position. For example: o.[ch] backs up all files o.c and o.h.

**Validation Files:** A file containing all file attributes (name, size, date, time, size, and attribute flags) and a CRC of the file. Useful for validating whether the files on your hard drive are good due to the multiple checks.

**Wild Cards:** Special characters used for working with files. A "\*" character will mask multiple characters (e.g. \*.dat will select all files with a .dat extension). A "?" will match any single character (e.g. \*.LZ? will match all files with an LZ in the first two letters of the extension).

- Image and TOS file format backups.
- Image backup only backs up sectors that contain data.
- Disk statistics, number of floppies needed, and assorted disk utilities are available from within the program.
- A "fuel gauge" provides indication of your progress through the disk backup process.
- Can save files in normal TOS format readable from the desktop.
- Large files may be split across disks.
- Automatic drive switching for backing up to two floppy drives.
- Floppies can be formatted from the program, in several formats, preformatted disks do not have to be the same type of format.
- Backup files can be encrypted or compressed, compression is now very fast.
- You can create CRC or checksum validation files to verify the data on your drive.
- Listings of the files backed up can be created during backup or created from a floppy or hard

drive backup set.

- Original directory can be restored or a new structure can be specified.
- Works correctly on partitions greater than 16MB, including BGM.
- Restore partition images to different sized partitions
- Backup and Restore Spectre



Startup screen for DB II where you select the various backup and restore functions.

- (Macintosh) partitions.
- Flexible floppy formatting options including full support for high density, 1.44MB floppies.

### Using Diamond Back II

After initializing Diamond Back II with your name and address,

simply click on the program to get things running. A GEM startup screen presents five mouse selectable menu options:

**FILE BACKUP**—file backup and restore of selected files.

**FULL RESTORE**—restore of an entire GEM, image or Spectre partition.

**IMAGE BACKUP**—image backup of an entire GEM or Spectre partition.

**PARTIAL RESTORE**—partial file restoration.

**EXIT**—leave the program.

### File Backup

Diamond Back II allows you to select what partitions, folders or files you want, or don't want backed up. Backups can be made to floppy or hard disk. **FILE BACKUP** gives you a full range of options for backing up your data. Most people will "SELECT ALL" when first using the program. As your requirements grow, you can then become more specific by selecting the drive(s) and path(s) you want to backup from the **SELECT BACKUP PATH(S)** menu. Drives may be backed up across multiple drives/partitions saving the need to backup each partition individually.

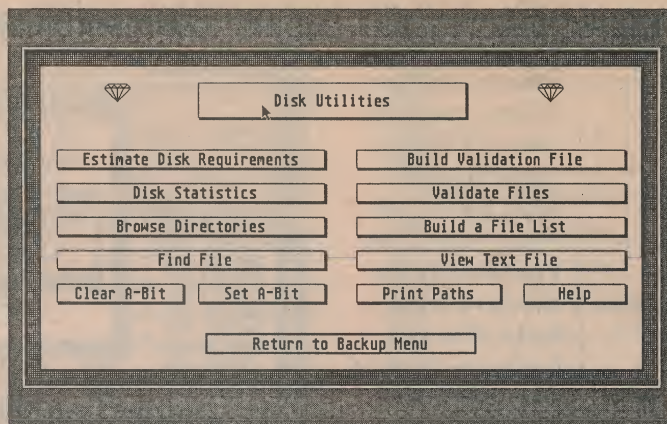
Include and Exclude masks allow you to tell Diamond Back II specific groupings of files you want to work with. By using wild cards or Unix style masks in the Include and Exclude masks you can determine specific types of files to be saved or not

saved in the backup. For example, you can tell Diamond Back II to backup all of the .DOC, .TXT, and .PRG files from all drives to one set of floppies. Or, tell Diamond Back II you do not want to save anything with a .ARC and .LZH extension during a backup.



Using the mouse you can pick: full/incremental, subdirectories/files, file splitting, compression, encryption, disk formatting, and write verify. The disk utilities menu allows you to: estimate how many disks will be needed, gather disk statistics, browse directories, find files, build validation (CRC or checksum) files, validate files, build file lists, clear and set archive (A) bits on files, view text files print paths and ask for help.

Diamond Back II supports dual floppy drives by automatically switching between the drives during the backup. This allows you to place a floppy in each drive and walk away for a few minutes while the



DB II contains built-in utilities for general disk maintenance operations.

program formats (if necessary) and saves the data to both floppies.

One of the greatest improvements in this version of Diamond Back II is the very high speed compression mode. The program can now compress and save data to

floppy faster than writing the un-compressed file. This also means you can reduce the number of disks required in a backup by 30% to 50%. Compression is also useful for removable media or hard drive to hard drive backups—you can easily place 60 meg of data onto a 40 meg disk. The integrity of the data is improved with compression through the use of 16 bit CRC's to check the compression data. You will need to use

Diamond Back II to access the data in these files if necessary.

The options you set up for a particular type of backup can be saved as a configuration file under any name you wish and reloaded the next time you want to perform the

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- #1339 - Ashley, Miami Nights, Muriel, Park Haven, Pixiefont, Playbill, SanSerif, Style, Toulouse
- #1340 - Caraway Bold, Davys Ribbons, Dragonwick, Eire, Goudymedieval, Polo Semiscript, Roost Heavy, Saint Francis
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same style backup. File listings of the backup can be saved to a file if desired. Savesets describing all the file attributes with CRC's or checksums can also be generated.

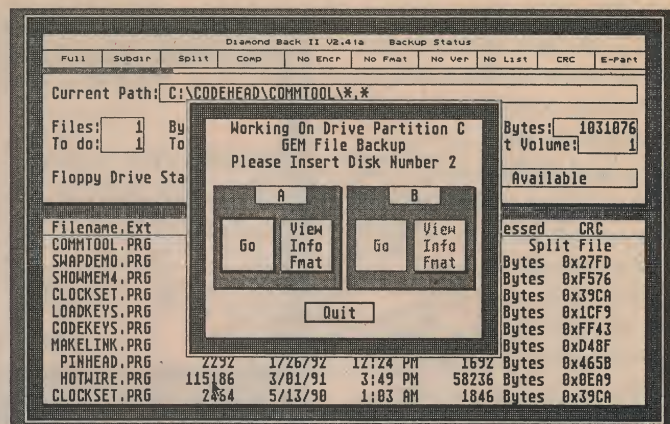
## Image Backup and Restore

Image Backups produce a snapshot of the physical data on the sectors on your hard drive. This also means you have to save a copy of the entire disk. Diamond Back II uses an intelligent option that only saves sectors that contain data to minimize the number of floppies required. If you have a 10 meg partition with 5 meg of files, you will only need 5 meg of backup disks to save the partition. Image backups may be directed to a different size partition when using hard drive to hard drive backups. Options are available to automatically format the destination disks and turn write

verify on or off.

Disks with the image backups are not readable from GEM, Diamond Back II must be used to restore the data. I personally am always a little leery of image backups—invalid data halfway through a restore can result in the loss of data from major portions of the disk.

Diamond Back II is the only ST program I am aware of that allows the backup of Spectre Macintosh partitions. Support is supplied for ACK and the



The backup status screen provides detailed information about your hard disk backup as it progresses. A fuel gauge across the top of the screen gives an idea of how far into the backup you are. File name, size, data, compression, and checksum are displayed. Before starting a new disk, you can view data on or info about the disk, or reformat the disk.

new OOP partition formats. This backup is a complete image backup with no compression meaning a 10

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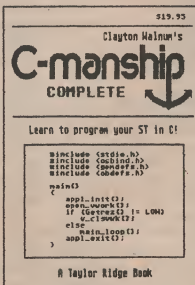
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meg partition needs 10 megs of floppies.

## Restore—Full and Partial

The satisfaction in using a hard disk backup program comes when you need to use it, and it works. I'd recommend you try using restore soon after you make your first backup just to make sure everything works on your system. Diamond Back II makes it easy to check your data via the validation functions.

Full Restore allows you to restore your data to any partition you want. You can tell the program if the files were compressed or encrypted. If a file already exists on the restored partition, you can define if Diamond Back II should skip, overwrite or ask you what should be done.

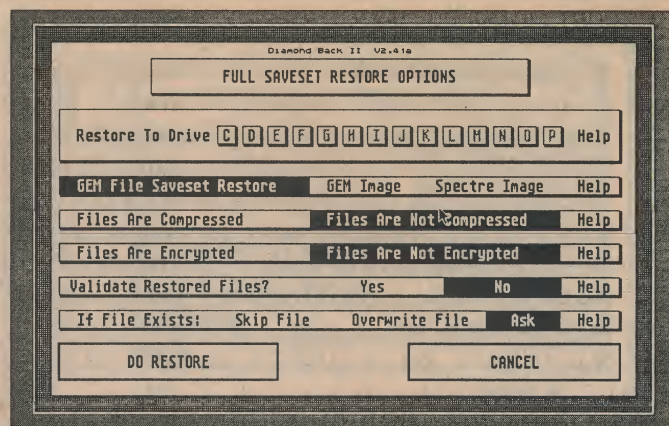
Partial Restore allows you to restore part of the files in a GEM FILE backup saveset. You are al-

lowed to define the source and destination paths and select the types of files to be restored.

Any set of GEM disks can be used for a restore operation. This allows you to use Diamond Back II to restore files previously backed up with another program as long as that program saved the files in GEM readable form.

## Error Checking

Error checking in Diamond Back II is excellent. It will not inadvertently overwrite any of your disks,



The restore screen allows you to set the required functions to copy data back to the device of your choice.

you are warned if the program attempts to write over what appears to be a backup disk. A warning is generated if you try to restore disks out of order. Error recovery from bad floppies in a backup or restore is very good.

# NeoDesk 3

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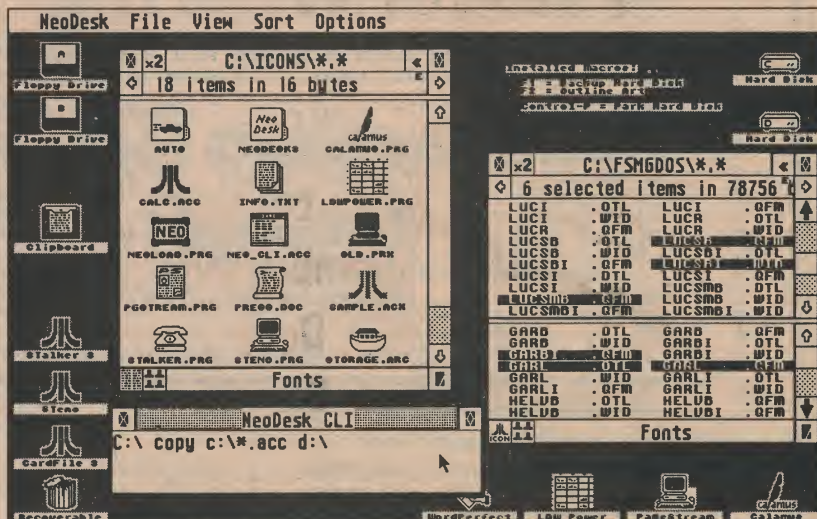
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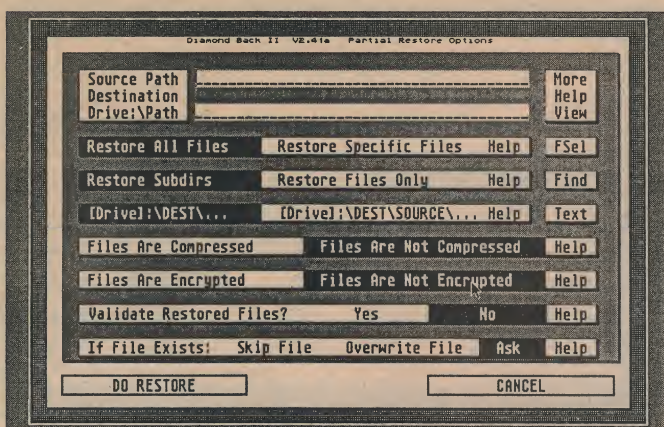
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DiamondBack's "Partial Restore" menu allows you to select the file or file type you would like to restore. Integrity of the files can be checked during the restore using the validate option.

You can create validation files to help determine if the data on your hard drive is corrupted. This is a historical information file containing all file attributes (name, date, time, size, attribute flags) and a

specified Diamond Back II validation file as reference. Files from the currently selected backup paths or from floppies may be validated. The files are read in and a checksum or CRC is performed. The CRC and file

CRC or checksum. Validation files may be built from the currently selected backup paths or from floppies. You may append new files to existing validation files.

The integrity of files on your hard drive can then later be verified using the validation files operations. This function uses a

attributes are compared with information contained in the validation file to help detect corrupted files.

## Other STuff...

Diamond Back II can format floppies from within the program. Up to 82 tracks, 10 sectors, 1.44 meg formats, double sided, and twisted formats with or without verify are allowed. The formatter is very reliable, if a disk is bad, Diamond Back II will let you know before you try to save data to the floppy.

The program is TT, ISAC and Moniterm monitor compatible.

The documentation included with Diamond Back II is excellent. The 39 page booklet format was extensively revised for this version. Online help available within the program by simply clicking on the **HELP** box found in each menu.

Included in the package are

# EdHak 2.3

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If your disk has both ACC and PRG versions of EdHak, same except for the name. If your disk has only the

File	Edit	README.21R	#0000
Ed Open...	Find/replace	0 & 2.1R 23 Jan	
-- Save...	Wrap/reformat	--- If your disk h	
a Help!	Insert bytes	are exactly the sam	
r Print...	Date insert	ly the ACC version, y	
at Upload...	Block...	g or renaming it to E	
. New config?	Text <-> Hack	EdHak to run at all	
e macros F1-10	View/edit RAM	ask for possible expl	
d Launch PRG	Encryption	ted in hearing about	
nd Quit	Clear buffer	to write or e-mail.	

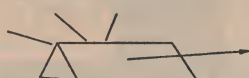
ed manual is now available for \$5.00 to registered users. The ma

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EdHak's Text mode window shown underneath "Hack" mode window

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stand-alone program and accessory versions of the floppy disk format program built into Diamond Back II. You can: erase a previously formatted disk, write an MSDOS boot sector, and format disks compatible with the Apple File Exchange Utility on Macintosh II's with FDHD drives. Additional programs to find files and coldboot the computer are also included.

## What's New in 2.41?

According to Bob Luneski, advancing the program from version 2.26 to 2.41 involved adding the following enhancements:

- Data compression is much faster, floppy backup is faster with compression on than off.
- A "fuel gauge" provides indication of how far through the backup process you are.
- Validation files can now be in-

tegrated into the backup and restore processes if you want.

- You have a choice of CRC or Checksum methods in creating validation files.
- Improved backup file list format.
- Improved documentation.
- Lots of other minor fixes and improvements.

## Support and Upgrade Info

Diamond Back II has been very well supported by the author via the network services and user group shows over the years. The program has continued to improve, to the point that it has become the program to beat in the Atari disk backup utility market.

The fee schedule to upgrade any version of Diamond Back (I or II) to Diamond Back II V2.41 is as follows:

V2.11 or earlier	\$15 + \$2 S&H
V2.20 or later	\$10 + \$2 S&H

V2.40

\$2 S&H

Send your original disk and the upgrade fee to: Oregon Research Associates, 16200 S.W. Pacific Hwy., Suite 162, Tigard, OR 97224

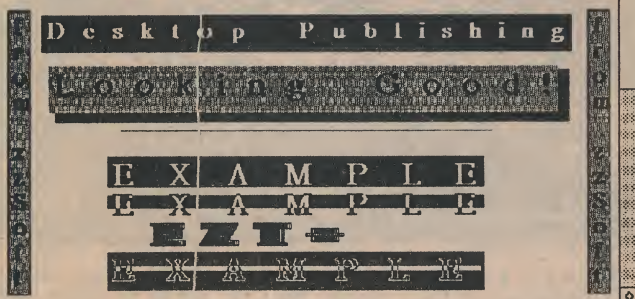
## If You Have a Hard Drive You need this program...

Diamond Back II is the Swiss Army Knife of hard disk backup programs. It is easy to use, fast, reliable and offers virtually every type of backup philosophy you may ever need. The program can be configured to meet the backup requirements for your environment. Virtually any media can be used to save your data. Diamond Back II is one of the best hard disk backup programs for any computer, I highly recommend it for all Atari hard disk owners.



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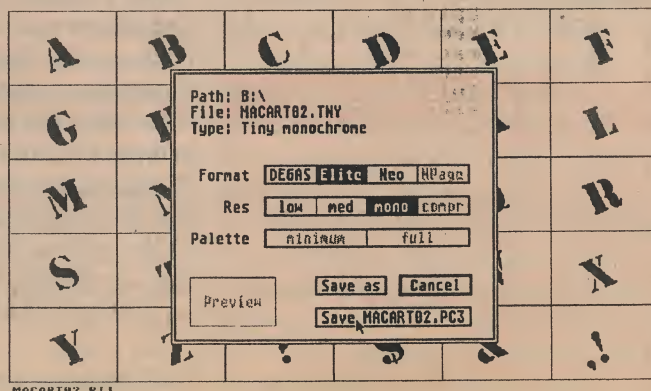
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# Learning Games Packet

## A collection that proves education can be fun

Reviewed by Karen Lindsay

**L**EARNING GAMES PACKET is a collection of ten learning programs distributed by D.A. Brumleve. A unique aspect of this collection is that several different authors wrote the programs which include D.A. Brumleve, Frank Hundley, Ken Kressin, and an unknown Dutch programmer. Each program is as individual as the programmer who created it.

The goal of this collection is to teach or enhance a variety of different skills (reading & writing, math, astronomy, anatomy, and creativity) without the children even knowing they are learning because of all the fun they are having.

Here is a list by author, of the programs included, and the skills that they encourage:

### D.A. Brumleve

Rebus Writer: Language skills (reading and writing) and Creativity.

Kidstory: Language skills.

Wuzzlers: Language skills and Creativity.

Mini-Multiplay: Math skills.

Kidshapes+: Creativity and Math skills.

### Ken Kressin

KV-Geography 1: Science (Solar System).

KV-Geography 2: Science (Solar System).

### Frank Hundley

The Body Shop: Science (Anatomy).  
Numerical-Go-Round: Math skills.

### Author Unknown

Math Circus: Math skills.

### Rebus Writer is

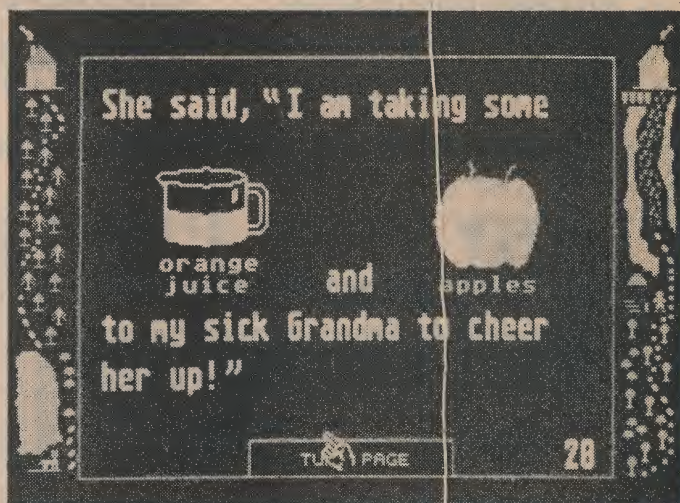
a program that creates Rebuses. A Rebus is a group of letters and pictures that are put together to form words and phrases. An example is the TV game show *Concentration*. On that show a rebus is used to reveal the answer for a particular puzzle.

The Rebus Writer screen includes a grid, and a bar below in which pictures, symbols, numbers and letters can be scrolled through. Pictures and letters are placed in the grid to create the rebus. After it is finished the message can be printed out, and passed on to a friend, as a secret message. It can also be saved to the disk to use at another time. There are several rebuses included on the disk, to give an example of what a rebus is.

**Kidshapes+** is similar to Kidgrid in

that both use a grid to encourage children to create unusual and beautiful masterpieces. But there the similarity ends. **Kidshapes+** allows children to choose from several different shapes and eight colors which can be used to fill in the boxes of the grid.

When the picture is completed the child can choose which squares will flash. This gives the illusion of animation. Two sample pictures on the disk include a police car with



**Kidstory** is a program that encourages creativity in children. At the beginning of the program they are asked to select several pictures that are to be used throughout the story.

lights that flash, and a robot whose eyes flash.

**Kidstory** is a "madlibs" type program based on the classic children's story *Little Red Riding Hood*. The program starts out by asking the child's name. It then has them select a series of pictures. Depending on the pictures that the child selects, the story can turn out quite silly. After the pictures have been selected the story begins.

### Learning Games Packet

D.A. Brumleve

P.O. Box 4195

Urbana, IL 61801-8820

(217) 337-1937

Price: \$40.00

Color monitor required

Not copy-protected

ST/STE compatible



Like a book, Kidstory has a title page attributing the story to your child. Each page of the Book has text to read, and places the pictures they chose somewhere in the text. This is a great program to enjoy with younger children!

**Wuzzlers** is a two part program with the first being a one or two player puzzle program that is a variation of Hang Man. Second it is a drawing program to create new pictures for the Wuzzler puzzles. Either section can be accessed by the main menu. When you quit either section, you are returned to the main menu, and can choose to go to another section or exit the program.

The game starts off with one piece of the picture showing. The right half of the screen has a grid with the alphabet at the top. Below that are blanks for the letters of the word that describes the picture. The score is at the bottom of the screen.

The object of Wuzzlers is to figure out what the picture is before it is completely revealed. As a letter is guessed, either another part of the picture is revealed (if the guess is incorrect) or the correct letter of the answer is placed in its position in the word. As each letter is chosen, it will change color to let the player know that it has been used. The letters change to yellow for incorrect guesses and red for correct ones. Nine chances are given before the picture is completely shown.

The create mode of Wuzzlers offers a drawing program to design additional wuzzler puzzles. The drawing program is similar to other Kidprog drawing programs and is very simple to use. The tools include: fill, circle, line, frame, draw, blank, and zoom. Erase is not offered, but the zoom feature can be easily used to remove small mistakes, or the entire picture can be blanked. The pictures that come on disk can be modified, or new ones created and saved. When a picture

is saved, the player is asked what it is and the word is saved with the picture, (e.g. if the picture is a hand and a ball, the word that is typed in is handball.)

**The Body Shop** teaches about the human body, using either familiar names or the medical terms for organs and bones. One part of the program teaches the names and location of major organs, bones, or both. In the learning section, the body is constructed one piece at a time. As a part appears it is labeled with either its common name or the medical name, depending on which setting was chosen at the beginning.

After the body is finished, the program returns to the main menu where the user can choose to learn the terms again, or to build the body.

The body building section can be used in two different ways. One option is to name the body part as it is displayed on the screen. As the piece is properly identified it is automatically placed in its proper location on the body. The program keeps track of how many attempts were made, and the number of correct answers.

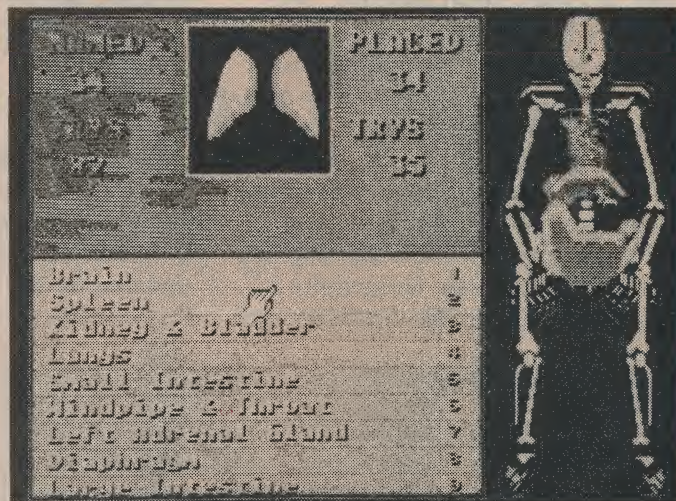
The other option is to name a body part, and place it in its proper place on the body. As a piece is properly named, it is picked up by the mouse and placed on the body. The mouse will not release the part until it is in its proper location. The program keeps track of the scores in this section as well.

The anatomical illustrations are very well done, and the program is

very easy to use. Instructions for use are included in a .DOC file on the disk, which can be viewed by double-clicking on the file from the desktop and clicking on the "Show" option.

**K.V. Geography 1 & 2** take a look at our solar system, and the relationship between the sun, the moon, and Earth.

**K.V. Geography 1** covers the solar system. It has several excellent diagrams of the different elements that make up our marvellous solar system. There are animations



In the build body section of the body shop you can test your knowledge of the names & locations of the major bones and organs.

of the planets revolving around the sun, along with explanations of the different planets, and interesting facts about them.

Key words on the screen are surrounded by a box. By clicking on the words you are taken to another illustration and can learn more about the specific item. Items within the illustration are numbered, and more information can be accessed by clicking on them.

There are also options for finding text strings or leaving markers to return to a specific picture. For example, you are looking for information on Mars, but you want to come back to where you are on the sun.



You can click on the M box in the left hand corner, and mark the picture that you are on. You can then click on the F box and type in Mars. The program will tell you how many times "Mars" is found in the program, and take you to them. When you are finished with the search, you can go back to your marked picture and continue on.

At any point in the program a quiz can be taken. The quiz has three different difficulty levels, and up to three people can play. Points are given for correctly answered questions and taken away for incorrect answers. After the quiz, the players can review their mistakes. There is plenty of incentive to continue on and learn as much as possible about the solar system.

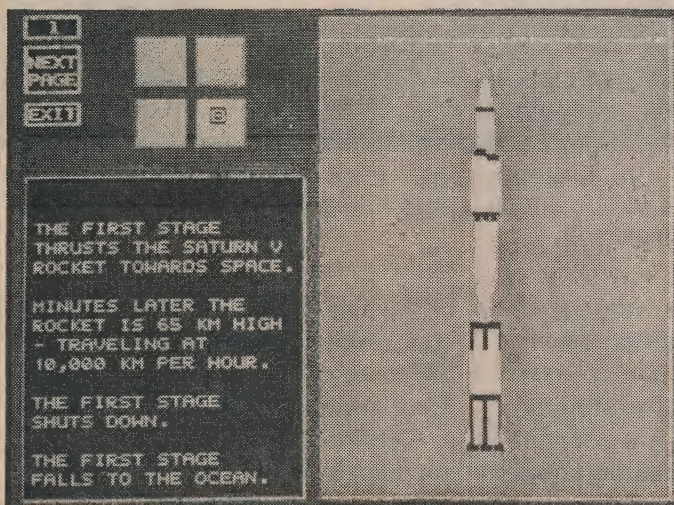
**K.V. Geography 2** covers the Sun, Earth and Moon, plus takes the user through an Apollo moonshot, from start to finish. Geography 2 also has excellent illustrations, and

earth and moon have with each other. It also explains how the different seasons are affected by the tilt of the earth towards the sun. There is an excellent animation showing the Earth and Moon rotating around the sun, charting their movements. In small frames in the lower section of the screen, are animations of the earth rotating on

its axis, and the sun shining on different sections of the planet during the different seasons. The date is updated for each rotation. The frame in the bottom left hand corner



Earthrise as seen on the moon. Clicking on the 2 in the upper left hand corner will cause text explaining what you see, and a quote from an astronaut who witnessed the beauty of an Earthrise to appear.



KV Geography 2 takes you on an entire moonshot; from launch to splash-down. Here stage one rocket is separating from stage two. The text on the left side of the screen explains what is happening.

the animation is very good. The user can control the speed at which animations move, either fast or slow.

The first part of the program covers the relationship that the

and the ejection of the first stage. Alongside the animation is text explaining each stage of the journey. The animation speed can be controlled by the user, or stopped by releasing the mouse button. This is

good so that slower readers can keep up with the text. The text scrolls slowly as it is, this is nice if your child is a beginning reader.

Another welcome feature of this program is that the text file that accompanies the animation can be changed easily. This is explained in depth in the .DOC file on the disk.

**Numerical-Go-Round** uses competition to encourage youngsters to learn basic math concepts. The object of the game is to close books by answering math problems. This game can be played with one or two players. Difficulty is based upon the math operations and the highest number to use. The highest number to be used ranges from 5 to 45. The choices for operations are addition; addition and subtraction; addition, subtraction and multiplication; or all four operations.

The last section is the moonshot. This section starts off with the rocket blasting off into space,

There is an extra play level which is quite challenging. It consists of two rows of numbers with a row of math operators which separate the two. Below is a row of answers. The object is to move the operators, and numbers in such a fashion as to equal the answer at the bottom. The numbers can only



be moved horizontally, two at a time. The whole time the clock is running, a fact that the player is constantly being made aware.

I even found many of the problems to be difficult. I guess that I've relied on calculators and computers to do my math for too long. It's fun to be made to think, and I believe that this is what makes Numerical-Go-Round exciting.

**Math Circus** was written by an unknown Dutch Programmer. It too is a math game focusing on basic math operations of addition, subtraction, multiplication, and division. One or two people can play, and each player can choose their own difficulty level.

The object of the game is to answer math problems so that your clown can climb a rope and grab his umbrella. If you answer incorrectly, or take too long figuring out the answer, the clown slips down the rope. When you answer correctly the clown climbs up the rope. When the clown reaches the top of the rope he grabs the umbrella and floats down to the ground. When four umbrellas have been collected, the game is over.

The math problems are very simple on the first level, increasing in difficulty as higher levels are chosen. Level Five is difficult with double and triple digit multiplication and division frequently appearing.

However, no matter what difficulty level is chosen, all of the math operators are used. This means a multiplication or division problem can show up on a level one player. This can be frustrating to a first or second grader, if they haven't yet acquired these math skills. Other than that, this is a fun game.

**Mini-Multiplay** uses a standard multiplication table to teach multiplication and addition. Answers in the table can be displayed individ-

ually, by row, by column or the entire table.

It is a very good flash card program, that is simple to use.

The Learning Games Packet includes a small card with information on the programs, hardware specifications, and two lists of the programs. One list is by subject matter, and the other one by distribution rights. Some of the programs included in the packet are

P.D. while others are shareware, and a few are copyrighted.

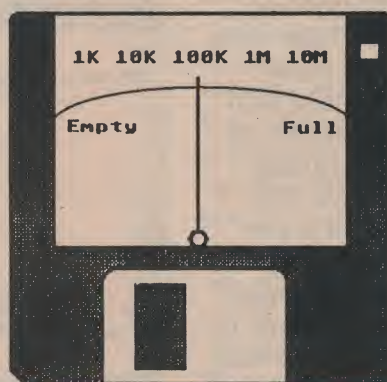
All in all, the Learning Games packet is a very worthwhile investment for your family. There is something for even the most gifted child. It teaches so much, with so much fun, they might not realize that they learned something new. I feel the Learning Games Packet reached its goal.



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# EdHak v2.30

## The Super Editor from Clear Thinking

Reviewed by Albert Dayes

**E**DHAK IS A POWER user's dream come true with an armada of features that keeps growing with each new release. EdHak is a super editor that allows the manipulation of files in either binary or text form with the ability to convert between both types at will. This program's power is derived from its great flexibility to work in almost every situation imaginable. EdHak works as either a desk accessory or program just by changing the program's file extension from PRG to ACC and vice versa. This is just one of its many avenues of flexibility.

### The Editor

The editor allows for normal text editor operations such as block operations, copy, paste and setting of the margins, etc. An outstanding feature is the ability to edit files that are bigger than the editor's buffer by dividing them up into blocks. EdHak allows the user to pick a block (portion of the file) to load by either searching for a key-

word or any block which is a multiple of the buffer size.

After a file is loaded (which is larger than the buffer size) and upon scrolling to the end of the block the program asks if the users wishes to go to the next block. An affirmative answer automatically loads the next block and the user can continue editing. This works the same in both directions and is very smooth in operation. In addition to loading and saving disk files, random access memory (RAM) can be loaded directly into the buffer, modified, and then saved back to RAM.

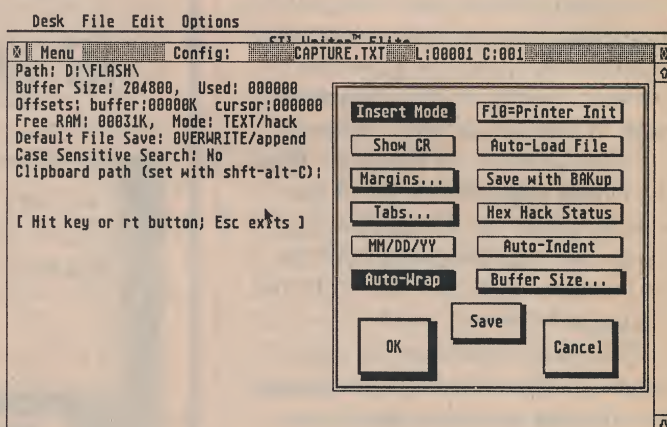
Is anything beyond the reach of this editor?

Not much, even disk sectors can be loaded and modified. The method to perform this is to choose the open file command. Instead of selecting a file name leave it completely blank. A dialog will appear asking how many disk sectors to load in. In addition, an offset from the start sector of the logical drive (A - P) can be set as well.

The editor also gives current line numbers within a block so the user can always have a sense of where they are at. In addition, the current column number is also listed in text mode. In HACK mode, instead of the current column it gives the hexadecimal value of the character that cursor is presently over. The number of methods that one can manip-

ulate the text or data with this editor are simply outstanding.

In listing some of the many features including set margins, word wrap, insert/overwrite mode, insert byte(s) (which allows all characters in ST character set 0-255), reformat line or paragraph or all, search and replace (which will search the entire file, or RAM depending on mode, for a match), insert current system date and merge a file at the current cursor position, one can notice its great power. The number of editing



The current EdHak configuration and attributes that the user can save as default for every session.

### EdHak v2.30

Clear Thinking

P.O. Box 715

Ann Arbor, MI 48105

Voice: (313)-971-8671

BBS: (313)-971-6035

Genie: C.HARVEY

CompuServe: 73047,600

Price: \$29.95

Upgrades: \$5

Not copy-protected

Compatible in all ST/STE/TT resolutions.

features makes EdHak sound more like a word processing program and that is just the beginning. Printing of a entire file or just a block is just simple keypress or mouse click away. Everything within the program can be accessed by either the keyboard or mouse so that EdHak's operation can be extremely fast.

### Hack Mode

In hack mode, the file can be viewed in a more raw state which shows the special characters like carriage returns and line feeds, etc.



Another option is the ability to switch between char or hex which replaces every character with its hexadecimal equivalent. In hack mode one has complete control over any file, regardless if it is binary or text. In addition, any file can be converted to either binary or text at will which is another sign of EdHak's great flexibility.

### Upload & Kwiksend

"UPLOAD" is the ability to send the entire file or portion thereof to a serial device such as the serial port or the MIDI port. "KWIKSEND" (quick send) is a special feature that allows one to send a block through the keyboard buffer. Why is this useful? When using a program (such as a word processor) that does not allow merging of text from another file, just call on the EdHak desk accessory. This appears to the program as if the text was typed directly from the keyboard. When

of buffer used (in bytes), buffer offset from the start of the file, cursor offset in the current buffer, free RAM, current mode of operation (text or hex/hack or normal), default save file options, case sensitive searching on or off, and the path of the clipboard. Clicking on the right button allows the user to change these attributes as seen fit: insert or overwrite mode, show carriage returns, tab size, date format, initialize printer, auto load a file upon executing EdHak, save backup file, hex hack status, auto indent and changing the default buffer size.

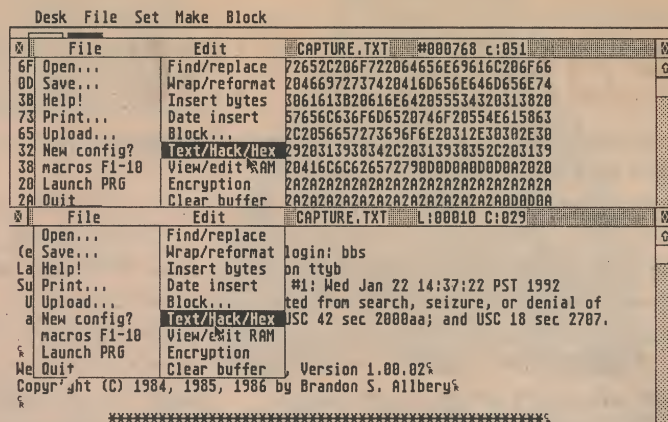
On-line help is also available in

the form of dialog boxes which are called up by pressing either ALT-H or the help key. These provide simple and concise information on keyboard equivalents and other useful items. Most of the other dialog boxes used throughout the program are self explanatory so no

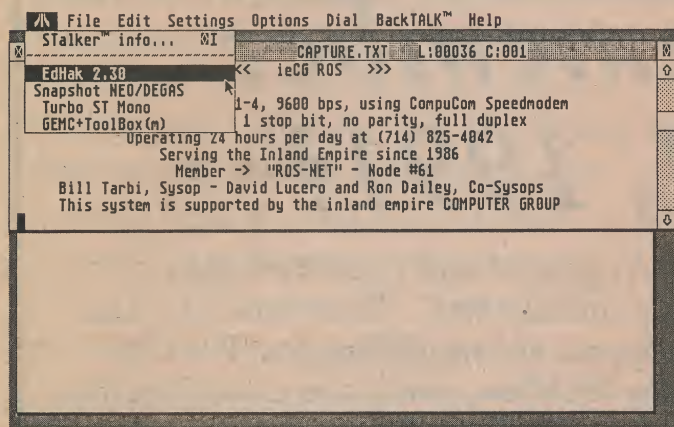
additional help is needed. The manual is a simple guide to get a user started, but the only way to really appreciate the program's power is to sit down and try something.

### Peaceful Co-Existence

This program has an open architecture so other programs can move text back and forth between EdHak and itself. Author, Craig Harvey, made a great example of



A split view showing both HACK/hex and Normal/text modes.



EdHak makes a fantastic editor for use with Gribnif's STalker.

using a BBS, this allows for quick quoting of a previous message to be included directly in the message one is currently writing.

### Configuration

When configuring the program, the first thing that the user is shown is the current configuration of the program. The following things can be set: default path, current buffer size (in bytes), amount

this by allowing EdHak to replace Gribnif's STeno program as an editor for Gribnif's STalker telecommunications program. This is very important so other developers do not have to keep writing the same type of programs over and over. Another program that comes to mind that has this open architecture is CodeHead's MegaPaint program. Charles Johnson has written several new modules that greatly expands its capabilities. Hopefully more developers will keep following this important trend so users can get the most out of the computers without buying thousands of similar utilities to get the job done.

Using EdHak in conjunction with STalker (the telecommunications program) is a rather trivial operation. In the STalker configuration, change the STeno name to EdHak and save the configuration. Now its ready to go. To use EdHak as a capture buffer, just open a file called <capture.txt> so everything will be saved to a file. When the buffer fills up, all text is automatically saved to the file <capture.txt>; following which the buffer clears and then continues capturing text. Recently, Atari announced a standard for the clipboard file and STalker v3.01 and EdHak v2.3 both support it. This is another way that EdHak's open architecture allows for the easy exchange of information between



applications that support this clipboard file standard.

## Technical Support

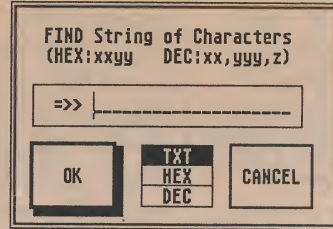
EdHak's technical support is outstanding since there are several ways to communicate with the developer. Beside telephone support and US mail service, Craig Harvey is on GENie, Compuserve, and operates his own BBS.

It nice to see that the developer has taken the time to make sure that as many channels as possible are available for technical support. A highly unusual feature in the manual is this "If there's a feature you want or a bug you've found, please don't just sit there frustrated—contact Clear Thinking...." Users are very fortunate to have a developer with a strong interest in providing solutions to users problems. All upgrades to the most current

version are \$5 in US funds and for most major upgrades, users are informed by postcard.

## Future

The next generation of EdHak will be written completely in assembly instead of the current mix of modula-2 and assembly. It will use dynamic memory allocation to increase the speed of buffer operations. Multiple resizable windows to allow simple cut and paste operations between different files will also be added. The ability to load ROM in addition to RAM into a buffer for examination and, of course, as many user suggested features as possible is planned.



EdHak's power is easily seen in its extremely versatile search dialog box.

## Conclusion

This product is a must have for anyone doing any type of text or binary file editing. EdHak has almost everything anyone could ask for and offers so many additional features that traditional editors do not have. No doubt,

EdHak will continue to have a strong impact on the Atari community for its simple design, ease of use, and a billion ways to use the program to solve a given problem.

If seeing is believing, you can obtain a demo of EdHak directly from Clear Thinking or download it from GENie, CompuServe, and other major BBSes.



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REGISTER	1024	827	843
DIVIDE	1268	1024	1045
SHIFT	4457	3534	3661
TEXT	1032	894	751
STRING	5121	4756	5053
SCROLL	158	426	154
DRAW	1508	1003	646
TOS	2.06	3.06	2.06
PRICE	\$599	\$BIG	\$1,399

## DYNACADD "3D CUP" TEST

In seconds	43***	50	48
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**\*\* ST HIGH-QuickST/TT-no blitter-vs TOS 1.4**  
**TT using 32Mhz 68030/882-4Meg Atari Fast Ram**  
**"Other" with 33Mhz 68030/882-4Meg 80ns Fast Ram**  
**\*\* Using \$299<sup>00</sup> US optional 68882 co-processor**  
**Note: Virtual memory option- \$299<sup>00</sup> US**



# Protext 5.0

## Major upgrade makes "high end" contender

Reviewed by Ken Ballweg

**W**ORD PROCESSING IS the primary application for most home computing, outstripping even games in terms of total time in use. Because users spend so many hours with them and because even the most basic ones require a fair investment of time to reach that magical combination of comfort and proficiency, word processors probably elicit more conservatism than any other application.

Let's face it, for most people the prospect of having to learn a new word processor is as attractive as slathering oneself with honey and laying naked on an ant hill.

Even the techno-jocks who always have to have the latest and greatest, will admit to having an "old familiar" that they fall back on the majority of the time.

Having said all that let's also admit that most of us who have already committed to one brand will stray occasionally to take a run at some new wiz bang promise of power or features. And, given the rate at which software evolves, there is a certain wisdom in keeping an eye cocked for that ultimate tool

which will finally persuade one to retire the old war horse.

MichTron, in importing Protext Version 5.0 for the Atari market, has a product which should raise more than a few eyebrows in interest, and possibly even getting a few people to bite the bullet and switch.

### Lineage

Protext originates from a British outfit, Arnor Ltd. and has been available in Europe since 1985, when it was first released for Amstrad computers. It has since gone through several adaptations to other machines, including CP/M (1986) and MS-DOS (1987) versions before being introduced for the ST and Amiga in 1988. The ST version went through two upgrades before being released in the US (Version 4.2).

What all this history translates to is a product which has had considerable development, and a good history of support. It's not one of those meteoric flashes in the software night which have consumers pay to beta test it, and certainly should not be confused with the ill fated Abacus bomb called Textpro.

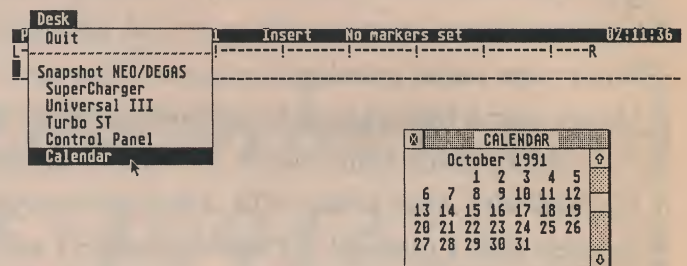
With Version 5.0, Arnor and MichTron hope to make a run on the high end word processing market for the Atari, which is currently, in the US, the exclusive domain of Word Perfect.

It's fair to say that Version 4.0 did not take the US market by

storm. How much of this can be attributed to the fact that MichTron went through some drastic changes starting about the time they added it to their product list, and was never in a position to do all that much to market it, and how much was because Ver.4.0 was an expensive and odd hybrid of features in a non-GEM package is hard to say.

### What does it offer?

Protext is billed as a combination of several different functions, or modules in a single integrated pack-



Protext now allows access to desktop accessories from within the program. Clicking the right mouse on the top status line suspends Protext and opens the desk accessory menu. Clicking "quit" returns to where the program was suspended.

age: a document processor with strong spell check and mail merge functions, a text editor, and a command line interpreter all rolled into one fairly seamless package.

The program design is unique, which is the source of both its weaknesses and its strengths.

Like Word Perfect Corporation, Arnor is dedicated to creating a product which runs on a large number of platforms, with a high degree of interchangeability. They have actually succeeded at this more than WP Corp has in that any document created on an ST version of Protext will move over to the MS-DOS version with all formatting and inter-

### Protext 5.0

Arnor Ltd.

Distributed in the US by:

MichTron

3201 Drummond Plaza

Newark, DE 19711

(302) 454-7946

Price: \$99.95

Color or monochrome

Not copy-protected

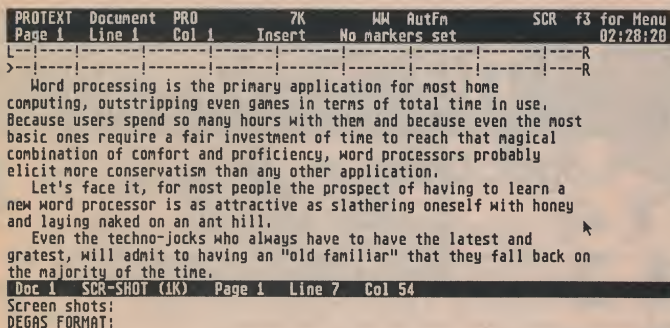


nal codes intact, no translation or jiggery being needed.

However, Ver. 4.0 accomplished this by hanging on to its CP/M:MS-DOS keyboard intensive, text based interface, with just the slightest hint of mouse support, and threw in a classic A> prompt command line interpreter for file management and printer manipulation. That basic format is retained for Ver. 5.0. If you already own Protext, the current version will be comfortably familiar.

## Look and feel

In terms of look and feel, Protext is very much a text based program of the older Wordstar, or STWriter school. The start up screen offers a two line status bar at the top replete with information like the document name, file size, what features are invoked, cursor placement, and there is even an optional military time corner clock. Below



1. PTACSCSR  
Protext now allows access to desktop accessories from within the program. Clicking the right mouse on the top status line suspends Protext and opens the desk accessory menu. Clicking "Quit" returns the program to the point where it was suspended.

While GEM windows are not available, the screen can be split into two windows which can be resized by clicking and dragging the second windows status line. Any open document can be quickly switched in and out of the current window through an ALT-Fkey combination.

that is a document ruler, followed by 22 lines for text on monochrome screens—which can be toggled to 50 lines of very small text for those of you with better eyes than mine.

The key difference between V.4.2 and V.5.0, and one which makes it more attractive to ST users, is the

inclusion of more GEM like interface features.

Note, please, the use of the phrase "GEM like."

A right click of the mouse changes the status lines to a single menu bar, with twelve options for drop menus—including one of my favorites called "Sundry." There are over 150 program functions which can be selected from

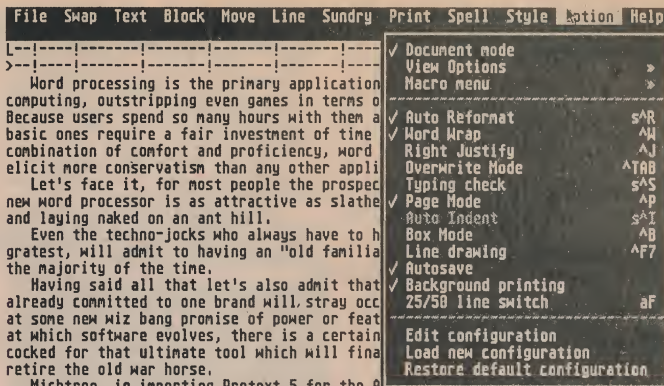
these menus either by cursoring to highlight them, or by clicking on them. The menus also include reminders of keyboard equivalents for the function where they exist, which is helpful in learning the program

(appreciated since the on-line help function is a bit bare bones).

The program will especially appeal to anyone who prefers hands on input over mousing (all you STWriter fans). Keyboard equivalents are available for most commands and are of the logical mnemonic version; control-U undeletes, control-M moves

a block of text, and so on. As usual, since there are several options which begin with the same letter then they're not all logical, but on the whole the key commands are easier to remember and less arbitrary seeming than Word Perfect.

However, a few frequently used



Even the techno-jocks who always have to have the latest and greatest, will admit to having an "old familiar" that they fall back on the majority of the time.

Having said all that let's also admit that already committed to one brand will stray only at some new wiz bang promise of power or feat at which software evolves, there is a certain cocked for that ultimate tool which will finally retire the old war horse.

Michton, in importing Protext 5 for the A product which has the potential for raising a few eyebrows, and possibly even getting a few people to bite the bullet and switch.

A click of the right mouse button changes the status line to a busy GEM like menu bar, with twelve options for drop menus. Menu options can be selected by clicking on an item. The menus also serve as useful reminders of which options have keyboard equivalents.

commands, like saving and printing, require dropping into the command line interpreter and need more keystrokes than I would prefer. For example, a quick save requires hitting the escape key, then typing "s," hitting return twice, then a final hit of the escape key to exit the CLI.

The program is written in compiled C, and is deadly quick. Fast typists will be hard pressed to outrun the typing buffer, and reformat and block moves take place with a quickness reminiscent of Tempus. It's especially noticeable when making big jumps in a long document, or switching between documents. There can be up to 36 separate documents in memory, providing your machine has enough RAM to hold them, and they can be accessed either from the "swap" menu, or by hitting an Alt-Fkey for the first ten.

## Improved interface but...

Though the interface is improved, there are still the limits of its old style CP/M heritage. While the screen can be divided into two "windows" displaying either different sections of the current document or two different documents, these are not as handy as true GEM



windows. The lower window has its own status line, and can be resized by typed commands or by dragging the status line with the mouse. However, there are no slider bars for scrolling text, and the windows cannot be resized or positioned other than to the extent mentioned.

The mouse support is good. I especially like the fact that Protext allows the cursor to be positioned anywhere on the screen with a click. I write a lot of poetry and really appreciate the ability to point at any position on the screen and have the cursor stick rather than jumping to the left margin when there is no text on the line. People who write

```
PROTEXT Document PRO 7K MM AutFM SCR f3 for Menu
Page 1 Line 12 Col 45 Insert No markers set 02:37:02
basic ones require a fair investment of time to reach that magical
combination of comfort and proficiency, word processors probably
elicit more conservation than any other application.
Let's face it, for most people the prospect of having to learn a
new word processor is as attractive as slathering oneself with honey
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greatest, will admit to having an "old familiar" that they fall back on
the majority of the time.
Having said all that let's also admit that most of us who have
already committed to one brand will stray occasionally to take a run
PROTEXT v5.082 (c) Arnor 1991 Printer (P) KXP1124 Dir \PROTEXT\TEXT\PRO
D>CAT
```

Directory: D:\PROTEXT\TEXT\PRO

```
PRO 7K PROREU . 1K PROTYPE . 2K PTMENU .PI3 32K
PROREV3 . 2K PROTEXT5. 4K PTACSCSR.PI3 32K PTWINDOW.PI3 32K
```

8 files occupying 109359 bytes. Free space 245K

D>save

SAVE filename: D:\PROTEXT\TEXT\PRO\PRO

D>=

A Command Line Interpreter is activated either by menu selection, or by hitting the escape key. While a bit complicated to learn, it does allow extremely efficient file manipulation, search and replace functions, and printing. It also can be used to run compilers from within the program, allowing Protext to be one of the more powerful programmer's text editor available.

structured program code will probably also find this attractive.

The mouse can also be used to

scroll up or down a single screen by clicking at the top or bottom of the screen, and blocks can be defined by dragging the mouse to highlight an area.

An interesting option is the ability to define a "box" of text from any point on the screen and perform block copy or move functions on the piece of text defined in this mode. While the purpose of this may be a little obscure, it can be used to create columns of unequal width or to delete a block of figures from a table. It is a bit fragile in that

Protext accomplishes this little whistle by inserting spaces and any auto reformatting can jumble things

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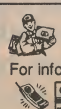
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considerably.

One irritation with the mouse support is the fact that the mouse cursor stays on the screen when typing. The configuration program includes an option to have the mouse hidden until used, but once used it doesn't go back into hiding, so I wonder at why they bothered. I had never really noticed what an advantage it is to have it disappear during keyboard activity as with Word Perfect. I've found that I have to frequently go back to the mouse after I position the text cursor with it and move the silly arrow out of the way.

## Other "GEM like" attributes

In addition to the new drop menus line, another major change is the ability to use desk accessories (DAs). Clicking the top status line will give a single "DESK" menu op-

tion which gives access to the DA drop menu. While I'm not a programmer, I would guess this is done by suspending the Protext program, and temporarily dropping back to GEM as the DAs run over the top of the text screen. Clicking "quit" restores the Protext program where it had left off, and there were no conflicts with those few DAs I tried.

Protext also allows the use of the GEM file selector or replacement such as UIS III.

```
PROTEXT Document SCR-SHOT 2K MM Autfm SCR f3 for Menu
Page 1 Line 25 Col 22 Insert No markers set 02:42:56
```

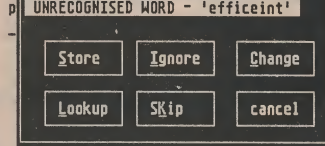
### 3. PTWINDOW

While GEM windows are not available, the screen can be split into two windows which can be resized by clicking and dragging the second windows status line. Any open document can be quickly switched in and out of the current window through an ALT-Fkey combination.

### 4. PT\_CLI

A Command Line Interpreter is activated either by menu selection, or by hitting the escape key. While a bit complicated to learn, it does allow extremely efficient file manipulation, search and replace functions, and printing. It also can be used to run compilers from

be one of the more powerful



Some operations evoke dialog and alert boxes which allow selections of options either by clicking on a choice, or by typing a highlighted letter.

While hardly a "What you see is what you get program," Protext does show certain text attributes like bold, underlining, italics, and super and subscript on screen as

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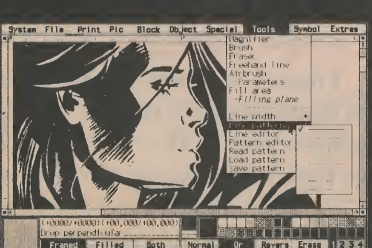
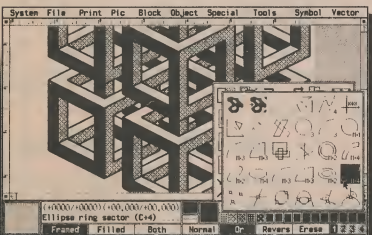
You can work on up to four pictures at once, even show them all in the same window at varying intensities. Unbelievably fast block and lasso

functions include rotating and scaling. MegaPaint can import Calamus outline fonts, and use them with its text editor and mail-merge features. A module is included to access several popular scanners; the ability to call external modules means that MegaPaint will never go out of date.

With all this power, you might expect an equally enormous price tag; but perhaps best of all, MegaPaint II Professional is priced well under \$200!

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well as any special character in the Atari ASCII set.

Since the program uses embedded control codes, there is a toggle which allows viewing of the codes in context.

A real strength, which comes from the program's continental heritage is its support of all accents and special characters needed for most European languages. These can be accessed from the keyboard, or from a special point and shoot character table similar to that found in First Word Plus, and are shown on screen.

It is also possible to add accent marks to existing text, and to redefine the keyboard layout to support a specific language either by making it the default configuration or by reconfiguring on the fly through built in toggles. Protext supports US and UK English, French, German, Spanish, Italian, Swedish, Danish, Norwegian, and Portuguese configurations, as well as providing a Greek configuration table for those with printers which support the IBM character set.

## Command Mode

The provision of the Command Mode may seem a little cumbersome but it does allow some nice options: for example to get an immediate word count, enter command mode and type "count." Find and replace functions are very powerful, with options to search a specified block of text, finding an embedded string, or, using wild cards, even finding the 15th occurrence of any word nine letters long.

However, the real strength of the Command Line interpreter is that it allows programmers the option of running compilers, and certain other language programs without leaving the text editor. There are several other nice features included

PROTEXT	Document	SCR-SHOT	2K	MM	AutFn	SCR	f3 for Menu
Page 1	Line 33	Col 9	Insert	No markers set			
D:\PROTEXT\TEXT\PROV*.*							
D:\			4777K	198	files		
-DRAGON			105K	4	files		
-CHECKING			919K	7	files		
-BACKUPS			406K	3	files		
-PAGE.DTP			25K	3	files		
-WP			1673K	119	files		
-THES			354K	1	files		
-LEX			284K	2	files		
-DOCS			108K	105	files		
-POETRY			69K	92	files		
-JOBS			1K	1	files		
-MENS			3K	4	files		
-OTHERS			3K	3	files		
-FLASH			123K	7	files		
-GAMES			20K	1	files		
-DRAW			374K	15	files		
-PROTEXT			1517K	48	files		
-TEXT			934K	27	files		

Disc free space: 179K

Use ↑ and ↓ to move to a directory, RETURN to select it, ESC to cancel

The built in file selector will be familiar to MS-DOS fans. It includes a directory map (or file tree) to be displayed. The mouse is fully supported, allowing folders to be opened or files to be selected by clicking on them. However, the user can configure the program to use any GEM file selector, such as UIS III.

that will appeal to programmers; the program can be configured to run in "program mode" which gives clean ASCII text. It also offers automatic line numbering, and auto indent in program mode (useful if you work in C or Modula).

Protext also offers some of the most powerful mail merge functions available on the ST including the ability to program extremely complex conditional variables so that form letters can be tailored to include or exclude certain blocks of text depending on conditions set by the user.

## Spell checking and Such

The spell check program is also quite good, being both fast (especially if put in a RAM disk) and thorough. Protext uses the Proximity/Collins Linguibase with the Merriam-Webster Legal and Medical Supplements included. Supplemental dictionaries are easy to build, and words can be added to existing dictionaries easily.

Spell check options include the ability to check while typing, check single words with Control-Q, check a block, or check from the cursor on.

However, there is no Thesaurus, outliner functions, or ability to do redlining.

It does have other features which keep it in the realm of the high end document processors including full support for footnotes and endnotes, index and table of content generation, complete control over headers and footers, the ability to set up to ten place markers, the ability to create "style" templates for frequently used formats, fast word counts, and line drawing.

Other niceties include a calculator function which inserts results into the text, column addition, macro's (including a macro

record feature), and the ability to set "sticky keys" which allows the keyboard to be configured so that a single press of the control or alt key activates it rather than requiring that it be held down for control/alt key combinations.

## Printer support

Printer support is extensive, and the documentation includes enough information that if your particular printer is not supported, then it should be fairly easy to create a workable driver. Some included printing features are proportional printing, a spooler for background printing, the ability to echo the screen to the printer, and a "typewriter" mode (useful for addressing envelopes).

The style menu automatically reconfigures for different printer drivers, allowing features specific to each printer to be selected from that menu.

## Page layout

I found the page layout process to be unnecessarily cumbersome, and complicated in that it relies totally on typed commands. I'm still struggling with what I consider to be an overly steep learning curve for formatting output.



## Quirks

Given the length of time the basic program has been around, bugs shouldn't be a problem, but I found it a little disconcerting that the caps indicator toggle would sometimes not work, either sticking on, or off, and that the ruler line sort of disappeared at one point. I suspect the main program modules are rock solid, but the new interface routines obviously have some flaws.

## Compatibility

Protext V 5.0 will run on virtually any ST, color or monochrome, but it will perform best if there is enough memory (1meg or more) to put the spell check into a RAM disk, and if a hard drive is used. The manual claims TT compatibility, which I couldn't test, but if true, that could prove a major market for MichTron.

While less eccentric than either STWriter or Word Perfect, it still has enough idiosyncratic ways of doing things to require a steep learning curve.

## Documentation

The documentation is a mix of good and bad; the rather fat manual tends more towards thoroughness than hand holding. There is a concession to the hand holding school in the form of a tutorial manual which is very straight forward, but once beyond this extremely basic introduction to the features you have to plunge into the 380 page monster.

The manual suffers from mixed personality disorder; parts of it are aimed at the first time user, and parts are for advanced programmers without a lot of clear separation.

There is an extensive index, and lots of "summary" appendixes, but the manual moves from basics to major detail in a way that can be overwhelming, and makes it appear poorly organized. Try, for example

to find a simple listing of what the function keys do. It's there, but buried.

## Wrapping up

In summary, Protext Ver. 5.0 is big, fast, much easier to use and learn than its predecessor versions, with good document processor features, and excellent spell checker and mail merge functions.

It's cumbersome in spots, but the command line functions for page layouts are probably no more complicated to learn over time than Word Perfect's function key layouts are.

It should definitely be considered by anyone who prefers a text based word processor, such as STWriter, but it doesn't have a lot to offer those who do ad layouts, or newsletters which require graphics or complicated font manipulation.

It can handle large documents, such as books or research papers well, and will have special appeal to people who need to do complicated mail merges, those who need excellent foreign language support, as well as programmers needing a very fast text editor with more than a few bells and whistles aimed directly at their special needs.

MichTron has just announced a reduced suggested list price of \$99.95, which is a hundred less than the old one. At this price, ProText is well worth considering.

Owners of earlier versions of Protext can upgrade by sending in \$49.95 plus S&H along with original disks. The 5.0 upgrade includes new disks and documentation.



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# The Lynx Line

**W**ELCOME TO INSTALLMENT #1 of The Lynx Line. In this column

each month, I'll examine the latest games for the Atari Lynx hand-held gaming machine. I'll also, when I get the urge, provide game strategies for my favorite Lynx titles. And, who knows, maybe a few surprises will pop up now and then. Heck, I'm liable to do just about anything.

This month, we have two reviews: **Xybots** and **Awesome Golf**. Then, after the reviews, you'll find a general strategy for one of the hottest Lynx games, **Chip's Challenge**. Chip's Challenge was one of the first games released for the Lynx, and if you don't have it, you're missing out on hours of brain-busting fun.

## Xybots

Xybots, one of the newest shoot-'em-ups for the Lynx, puts you aboard a doomed space station overrun by a horde of mechanical warriors. These warriors, called xybots, nurture an uncanny desire to reduce your space-suited and battle-ready body to its component atoms. You, of course, have other ideas.

Played in simulated 3D, first-

By Clayton Walnum

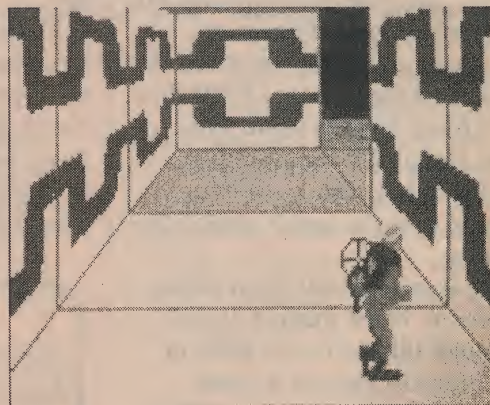
person perspective, Xybots is a maze game not unlike MidiMaze, except you play against xybots, not other human players. That's not to say you can't play the game with a friend. You can—by connecting two Lynxes with the Comlynx cable. However, the two-player mode is cooperative, not competitive.

Each level of the game is a maze through which you must find your way to the exit. At first the mazes are simple, offering only one pathway to the end. But with each level, the mazes become more complex, forcing you to find the best path to the exit, avoiding dead ends, picking up helpful items, and blasting the ubiquitous xybot warriors. It's a race against the clock, as you try to complete the level before your energy runs out.

As you search through a maze, you'll find various items that'll help you on your way. These items include energy tanks that refill your energy counter, keys for opening locked doors, and coins for buying extra powers at the end of a round. Careful use of your money is one of the keys to success. At the end of a level, you can spend your money on many powerups, including mapping help, double shots, shot protection, energy increases, and weapon-power increases.

Xybots makes good use of the

Lynx's built-in scaling abilities. The 3D effect is most convincing. However, in general, the graphics are ordinary and lacking in variety. The action, too, tends to be slow and plodding, rather than fast paced. The real object of the game is not so much to destroy the xybots, but to



Xybots

conserve your energy long enough to make it to the end. Each time you fail, you must start again from the beginning.

I didn't care much for Xybots, but it's an okay game that may appeal to some people. See if you can get a demonstration before you buy. (Yeah, I know: fat chance.)

## Awesome Golf

Lynx players with a penchant for sport games will go bonkers over **Awesome Golf**, a complete golf simulation that includes three 18-hole courses, a full bag of clubs, and more sand traps than you can shake a caddie at.

When you start the game, you choose between the American, English, or Japanese courses. Each course supplies 18 holes and includes all the usual golf obstacles:

### Lynx Games Mentioned

Atari Corp. Entertainment Division  
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Lombard, IL 60148  
(708) 629-6500

Xybots \$39.99  
Awesome Golf \$39.99  
Chip's Challenge \$34.95



bunkers, water, and trees.

After making your selection, a map of the course appears, showing you the general layout of the holes. Before you can tee off, though, you must drop into the clubhouse, where you set the options for the game. On the option screen, you can enter each player's name (up to four), set the game type (medal, practice, or driving), choose nine or the full 18 holes, and decide if you want wind to affect the game.

After setting your options, you're ready to tee off. A map of the current hole appears, over which you can scroll using the control pad. Want to get a closer look? Use the control pad together with the B button to zoom in on any section of the hole. Very impressive! After you've zoomed in, you can continue to

before pushing the A button again, the harder your swing.

After selecting the strength of your swing, the slider starts back up the scale. To make a straight shot, you must press the A button just as the slider is centered over the golf ball on the scale. Too soon, and you'll hook to the right. Too late, and you'll slice to the left. When you hit the ball, it zooms up, into the screen, soaring above the course. You'll almost want to duck. (Whatever you do, don't miss the ball. You'll be laughed at.)

The graphics in *Awesome Golf* are impressive. The ability to zoom in and out on a scene is especially hot, pushing the machine's scaling abilities to the max. The sound, too, is good, including snippets of digitized voices. The bottom line: *Awesome Golf* is an excellent addition to the Lynx library. If you're into sports games at all, you'll want this one.

## Chip's Secrets

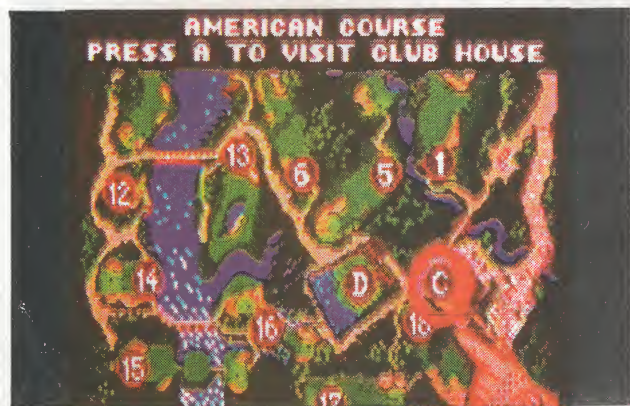
There are many games out for the Lynx now, but that doesn't mean you should ignore some of the older ones. The first dozen or so Lynx titles included some hot gaming. For example, take one of my favorites, *Chip's Challenge*.

The story: Chip McCallahan is so happy he could fly to the moon. Melinda, the love of his life, has asked him to join her computer club. Chip would eat glass to be a member of the Bit Busters, because then he'd see Melinda all the time. But before his membership card can

be issued, he must prove himself by solving a series of mind-bending puzzles. The Bit Busters have devised 144 mazes through which



**Awesome Golf**



**Awesome Golf**

scroll over the hole using the closer view.

When you've formed your playing strategy for the current hole, it's time to choose a club. A graphic of a golf bag appears on the screen, and you use the control pad to move a cursor over the clubs. Golf novices will find that the game's instruction sheet lists all the clubs, their maximum distances, and what they're best used for.

Finally, you're ready to swing. By pressing the A button, you start a slider moving down over a scale on the right side of the screen. The further down you allow the slider to go

Chip must search for his allocation of computer chips. Nasty creatures by the truckload prowl the walkways. Traps and obstacles lie around every bend. Can Chip make the grade? Will he ever see Melinda again? Will he even survive the ordeal?

*Chip's Challenge* contains 144 puzzle mazes that will keep you busier than a bag of quarters at an arcade. The first eight levels provide training in the basics, demonstrating the moves you need to solve the game. Don't let their simplicity fool you into thinking this is an easy contest; the real challenge begins at level 9. You must be expert at gathering keys, using teleports, avoiding monsters, building bridges, and triggering devices if you expect to earn Chip's Bit Busters membership card.

*Chip's Challenge* is one tough game. Some puzzles may take hours to solve. If you don't like using that thing that holds your hair up, you'll be gathering few chips for Chip. Luckily, your humble author is here to help. Here's some general hints:

- Before trying the higher levels, practice mazes 1 through 8 until you can scream through them with your eyes closed. In these initial



training rounds, step on question mark blocks to get game-play hints.

- When pushing dirt blocks, plan your moves. Pause the game when you need time to think. If you push a dirt block into the wrong position, you might not be able to correct the error.

- Some monsters travel in repeating patterns. Learn the pat-

tern, and you'll easily avoid them. Ignore this piece of advice, and you'll be monster munchies.

- Remember that, no matter how bad things get, every puzzle has a solution. If an obstacle seems unbeatable, experiment with trip buttons or dirt blocks. Dirt blocks make dandy barriers. Trip buttons may turn off a dangerous device or release a monster from an area you

need to enter. Lure monsters onto bombs. When the bomb explodes, you'll be rid of two obstacles at once. Pushing dirt blocks onto bombs or trip buttons is also effective.

- Watch the "CHIPS LEFT" counter. Some levels contain more chips than you need. There's no point wasting time and valuable bonus points trying to gather chips forever beyond your reach.

- When working on a level that contains thieves, keep your inventory as small as possible. Carry only those items you immediately need, and use those items as soon as you can. Most special items are one-of-a-kind. If a thief grabs them, you'll have to repeat the level.

- Although some levels must be solved with special tricks, others require nothing more than trial-and-error play, along with a little memorizing. Play this type of level over and over, trying a new path or different technique each time. Keep plugging.

- Teleports instantly zap Chip to a new location. Teleports will trans-fer inanimate objects too. Shove a dirt block into one. You see?

**Next month: Hints on specific levels.**

Clayton Walnum, the former editor of *ST-Log* and *ANALOG Computing*, has been writing about computers and gaming for a decade. He has sold over 300 articles to such magazines as *Atari Explorer*, *Compute*, *Computer Gaming World*, *The Writer*, and *VideoGames & Computer Entertainment*. In addition, he is the author of five books: *C-manship Complete*, *Master Populous*, *Beyond the Nintendo Masters*, *The First Book of Microsoft Works for Windows*, and *The ST Assembly Language Workshop, Volume 1*.



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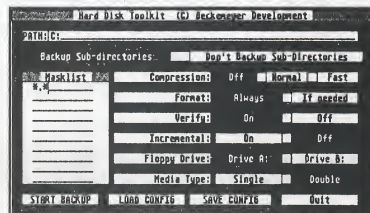
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# New Lynx titles at Winter CES

## Atari and Telegames announce new games

By Marshal M. Rosenthal

**T**HE CONSUMER ELECTRONICS Show [CES] in Las Vegas is like one big fat cream puff for electronics and video gaming; you want to stick your face in and lap it all up. Imagine row after row of video games, and then more rows. And then more rows. Some get excited when they see hundreds of slot machines—but they don't know 'nuthin till they've done the gaming circuit. It's like the culmination of every creative mind's last 6 months, and their next upcoming 6. Pity the poor souls who don't even get to look at anything, but have to stay in their booth from opening to show's end. This place is HUGE, consisting of three major halls, with car stereos outside, two main halls of the nearby Hilton Hotel, and other hotels taking up the slack. The newly redesigned buildings combine to form a small country. With a sense of humor too—why else rename the East Hall as South? This plays great tricks on people trying to get around, relying on their memories from last year.

Our major consideration is finding out what Atari is up to. Rarely found on the show floor, last year's hospitality suite at the Mirage Hotel was the only place they could be located. This year, there's not even that. While Atari has a suite tucked away, it's strictly for business—no journalists allowed.

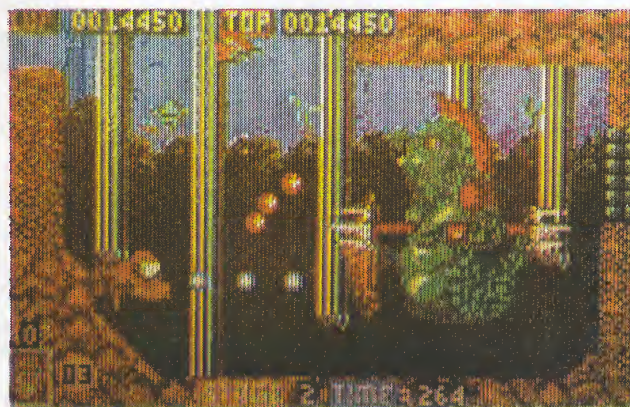
Which leaves us to go the back door. In this case, that's Telegames Inc., an independent video game designer. AND the first 3rd party licensee for LYNX. So we trek over to their booth in the South Hall.

Telegames currently has ULTIMATE CHESS CHALLENGE and QIX available. GUARDIANS: Storm Over Doria, and KRAZY ACE MINATURE GOLF will release in late spring. Telegames has reached an agreement with arcade giant Tradewest Inc., to publish DOUBLE DRAGON and SUPER OFF-ROAD, which should be available this summer. The real reason we're here is because we know that new EPROMS for LYNX games will be on hand, since Juli Wade of Atari has promised to bring a few by the booth.

Which she does. A quick handshake, and we're peering intently at that LCD screen. Now keep in mind that changes might be made before these games reach their rock-solid state and get boxed. The titles are many—there's KUNG FOOD, PINBALL JAM, BATTLE ZONE 2000, DYNO WORLD, NINJA NERD. How about LEMMINGS, PIT FIGHTER, HYPERDROME, RAMPART, NFL FOOTBALL, BASKETBRAWL, HYDRA, DRACULA, and BIKINI BEACH VOLLEYBALL? There'll even be a BATMAN II tossed in. Plus more. But since we've no screen shots available, nor the time to delve into them now, let's look at games just now hitting shelves.

First up is TOKI. Your girl has been kidnapped by an evil Wizard, and you've been reduced to an Ape. So now go bananas in the forbidden Jungle world—full of danger and

magical mystery. Based on the coin-op, TOKI is fast reflexes and arcade action. You can move about the levels, which scroll horizontally as well as vertically, leaping (B) and firing with the (A) button. You start off with a few rocks, but quickly

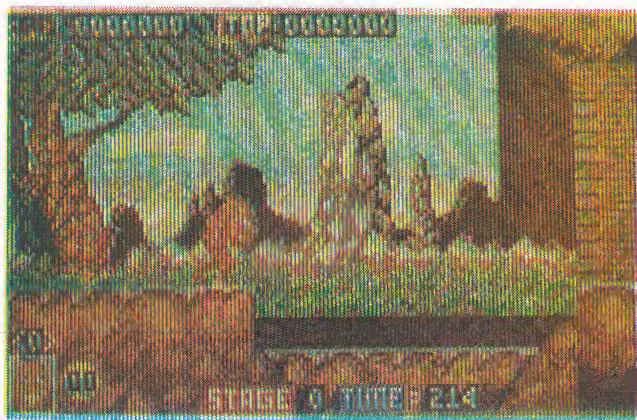


Toki

find that blasting uglies leaves more than just points—they frequently drop special orbs that give stronger blasting power. Beware of everything, nothing is quite what it seems, and that goes double for a quiet stretch of ground; a monster will probably pop out and try to wack you! Also, a simple act of blasting open a cave door could result in a wave of explosions heading your way. While there are 3 'Continues,' each time you get popped off, you must start again at the nearest juncture of the level you are at. To start, that means beginning from the beginning, until you get into the Caverns. The lesson is simple—shoot everything, and watch your backside constantly. Remember, it only takes one hit to destroy you!

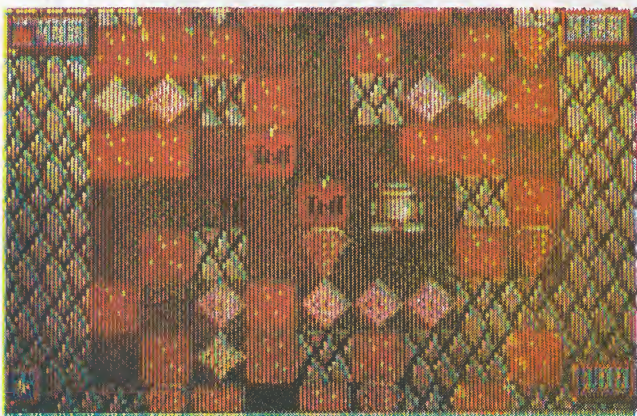
TOKI has it all, there's platform-type situations to overcome, and a





Toki

wide variety of monsters. It really is an arcade game shrunk down, with lots of ongoing action (translate that to mean plenty of baddies). Separation onscreen is very good, as are the sound effects (we especially liked the digitized sounds of characters when they get hurt or die). The designers keep you on your toes with this one; even picking up a special tool requires quick wits, the act could trigger a booby-trap. Here's something to watch out for at the start—when you get inside the cave and ride down the rock slide to get the Football Helmet (toughens your hide temporarily), jump out of the pit as soon as you've got it. Oth-



Crystal Mines

erwise you'll be shafted (literally). Plus one final bit of help; don't rely on reflexes alone. Sometimes it's easier to blast away a problem....

**SUPER SKWEEK** is a madden-

ing game. It combines elements of PACMAN, Q-BERT, and even a bit from CHIP'S CHALLENGE. You're pleasantly flying about in your saucer ship—when you enter one of the Islands of Gargouil' Land. There, the King instructs you to change all the Blue tiles to Pink. That's the easy part. But before we go into the action, the opening

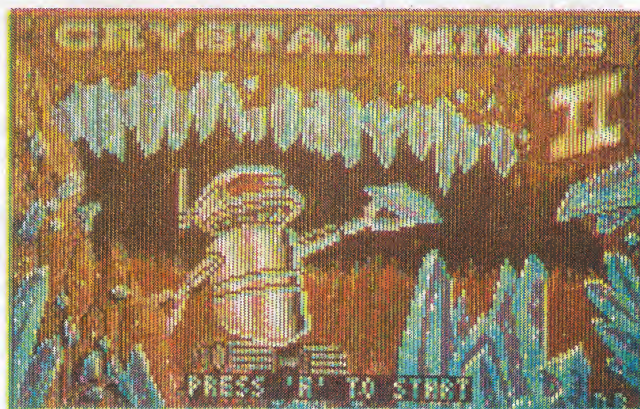
Map screen (which shows the various Islands to enter) is a masterpiece of the LYNX's hardware scrolling technique. Pressing [A] moves your saucer closer into the World ([B] reverses this), while clouds circle. The action is swift and clean—very effective.

But back to the actual action. There's five distinct areas: Welcome Island (the easiest to start), Fagalgoa Island, Krokotov Volcanis, the Zonguldak Empire, and Vociferia Eatarus. Each of these has some 50 levels, with passwords to acquire upon successfully navigating through one. On foot that is, you've no conveyance but your feet. Which are quite tiny as you're shaped like a Nerf ball. Each level is much bigger than the screen, and so must be scrolled

around as you move (again, very similar to CHIP'S CHALLENGE). Changing tiles requires stepping over them, seems simple until you encounter the many obstacles.

These consist of various creatures—a ghost among them (shades of PACMAN), but you can quickly shoot them. More menacing are the gaping holes in the floor—sometimes they have small green balls which fill them up and make them safe to travel over for a moment or two. But sometimes they also have hungry mouths which try to eat you.

Moving about using the joypad, you must step over every tile. Arrows will force you in particular directions against your will, strange portals will shoot you from one place to another. Picking up points



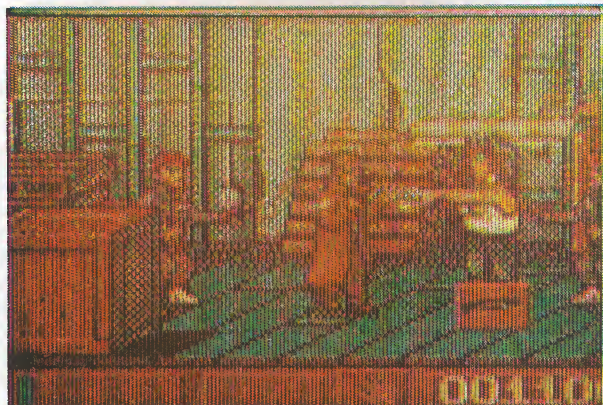
Crystal Mines

along the way, you can enter the Passport Shop and buy another level to go to. What a sensible idea.

Other problems encountered include icy patches (CHIP again), and mazes which hide or block off tiles from your path. These require careful checking about to find a means to reach them—but telling would take away the fun.

It's a fact that different tastes are what makes the gaming world go around. For some it's arcade action, others prefer strategy. Both can be found in **CRYSTAL MINES 2**. This game, a combination of the old DIG DUG and Boulderdash, relies on making intelligent choices as well as having fast reflexes. You control a digging robot—within the sordid mines of the Crystal World. Your task is to acquire crystals, silver,





Dirty Larry

copper—all sorts of goodies and return them to the surface. For this purpose, a portal will open up once you've met your quota. Barring the way towards doing this in a leisurely fashion are hideous rock beasts, strange and impenetrable wall formations, and an occasionally "in-

stable" strata of the cavern (i.e.— the speckled colored rocks go 'BOOM' when hit). The robot can move in any direction, providing it can make a path. Which is where the blaster comes in. It can shoot in any direction, and take out monsters, most rock walls, even boulders careening madly towards you. Keep those boulders in

mind. They can be used to bop monsters on the head, although they don't affect the red ones—you'll have to maneuver a jewel onto them.

Of course there are also interesting objects to discover. These include dynamite (excellent for

blowing apart semi-impenetrable rock walls), a "digger" tool, a "shield," and a "Map" square which lets you peruse the entire level with the time counter conveniently turned off. But there's also dangers, such as Mr. Death who lurks inside a rock and freezes you for a short time. Plus you must beware of the enemies that blow up as well. This can be used against them, since there's also rock formations that explode. Being careful is VERY important here.

Dozens of levels to task your mind, bonuses for getting through quickly and with plenty of crystals—not an original theme here, but a fun and entertaining one. The ever-present PAUSE switch gives you a breather, and everything else is handled by moving the joypad in the desired direction; with [A] firing the blaster, and [B] activating any

## MAST

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Join us on June 14, 1992 for the 2nd annual AtariFest in Milwaukee, WI. The show will be held at Bowlero, Red Carpet Lanes, 11737 W. Burleigh Ave. The doors will open at 10:00 A.M. Ticket price: 3.00 dollars. For more information please call (414)463-9662 or leave e-mail for R. Carpentel8 on Genie, R.Laudenbach on Delphi, or call the MAST BBS (414) 461-1730. You also can write to; MAST, P.O. Box 25679, Milwaukee, WI 53225.

The following companies will be at the show... Apple Annie, Compu-Seller West, ICD, MegaType, Missionware, MS Designs, Paper Express, SKWare One, and Gadgets By Small, And much more...

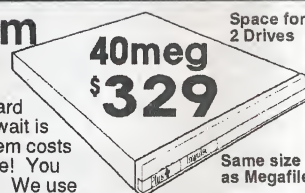
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special objects found. Fans of **CHIP'S CHALLENGE** will find this a very engaging game. You can repeat a level nearly endlessly then the program will ask if you want to move onto the next (giving you the password code as well). And remember, when all else fails, you can press **OPTION 1** and self-destruct. It's graphically fulfilling.

In the works is **DIRTY LARRY: RENEGADE COP**. As Larry—you must clean up the City from the punks and snot-faced scum that are polluting the streets. Your methods are a bit more violent than the rest of the Force, but you do get results. Plenty of gun and fist play, large characters that make you think of this game like **DOUBLE DRAGON**,

only you blow the enemies away.

To wrap up, Atari also announced that several other third party developers have contracted to program **LYNX** titles which will be brought out under the Atari name. These companies include Loricel, U.S. Gold, and Color Dreams, Inc.

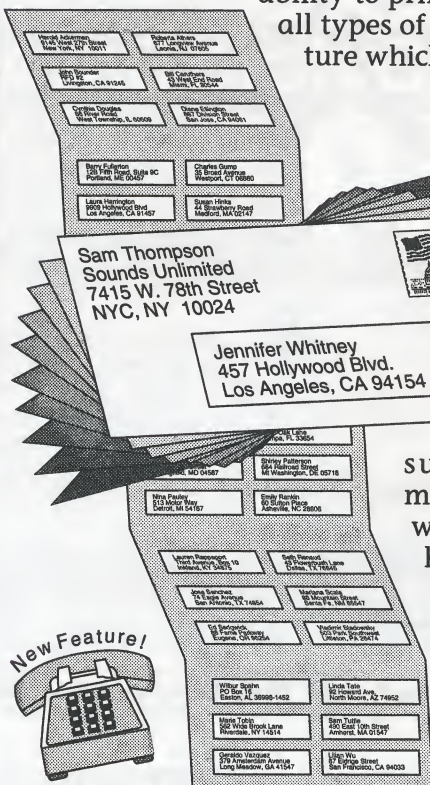
*Author's bio: Deep within the dank confines of the Palace of Doom—the Black Marshal holds court over the realm of video gaming.*

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## Advertiser Index

Accusoft ST	23
AIM Magazine	19
Beckemeyer Development	58
Branch Always Software	21
BRE Software	37
Carter Graphics & Computers	61
Clear Thinking	40
Codehead Software	19
Codehead Software	24
Codehead Software	53
CompuServe	64
D&P Computer	2
D.A. Brumleve Software	13
Double Click Software	45
DragonWare Software Inc.	19
Fair Dinkum Technologies	9
FAST Technology	49
Gadgets by Small	29
Gribnif Software	39
Gribnif Software	32
Hired Hand Graphics	9
MAST	61
Maxwell CPU	55
Migraph Inc.	15
Musicode	19
Oregon Research Assoc	48
PDC	41
Power Point Software	33
Public Data Network	38
Quidnunc Software	13
RAS Enterprises	11
Re: Port	52
Rising Star Software	63
Software Development Systems	11
Step Ahead Software	62
Sterling Connection	52
Taylor Ridge Books	38
WizWorks	25



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Blackjack Plus 3 .....32	Lotus Turbo Chal. II .....39	Stratego .....44	Ultima V .....39
Breach II .....33	Maupiti Island .....40	Strike Fleet .....39	WWF Wrestlemania .....38
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Chaos Strikes Back .....25	Mig-29M Super .....54	Calamus .....129	Multi GEM .....74
Cruise For Corpse .....39	Moonfall .....36	Cal Outline Art .....171	MVG 2.0 .....39
Curse Azure Bonds .....45	Pepe's Garden .....36	Card File 3 .....27	MVG Modules # 1/2 .....22
Defender II .....29			
Deuterios .....43			
Disciples of Steel .....35			
Double Dragon III .....36			
Dragonflight .....39			
Dragons Lair III .....39			
Drakkhen .....39			
Dungeon Master .....25			
Eco Phantoms .....35			
Elvira .....44			
F-15 Strike Eagle II .....45			
F-19 Stealth Fighter .....43			
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Fighter Bomber .....38			
Fighter Command .....41			
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Frenetic .....25	Powermonger .....44	DC Utilities 2.0 .....25	Pagestream 2 10 .....189
Gauntlet 3 .....39	Predator II .....37	Diamond Back II .....37	Phasar 4.0 .....59
Gods! .....34	Quest and Glory .....43	Hard Disk Sentry .....33	Scan Lite .....17
Hard Drivin' II .....37	Railroad Tycoon .....46	Hotwire Plus .....45	Stealth .....31
Hero Quest .....37	Realms .....47	Image Cat 2.0 .....26	Tax Wizard .....42
Hillsfar .....34	Robin Hood .....\$38	Lattice C Ver. 5 .....209	That's Write .....142
Immortal .....37	Robozone .....37	LDW Power 2 .....120	Word Flair II .....99
Killing Game Show .....36	Shadow Sorcerer .....38	Lookit and Popit .....26	Word Perfect .....169
Knightmare .....42	Shadow of Beast II .....38	MOS Disk Utilities .....38	Word Writer ST .....54

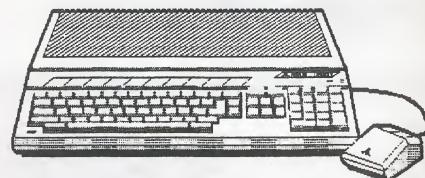
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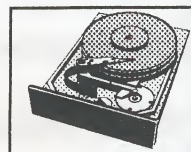
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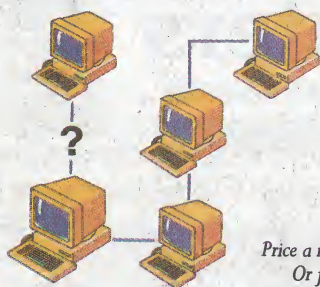
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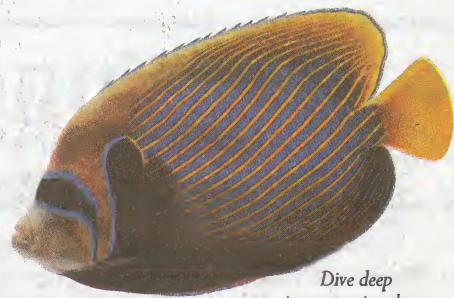
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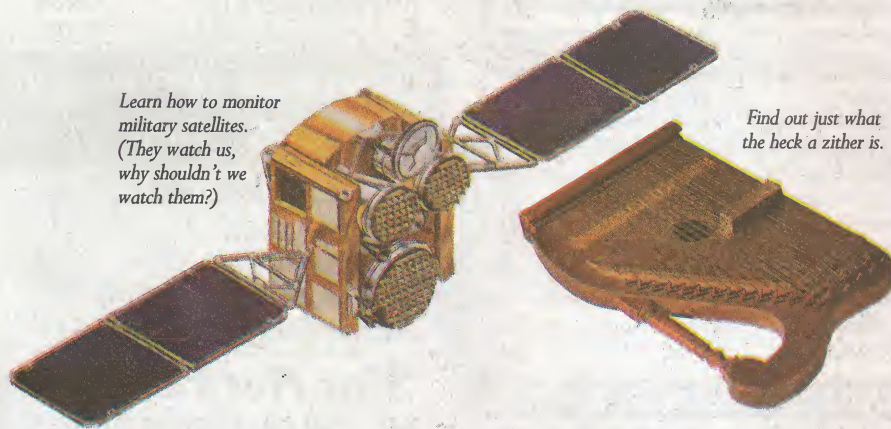
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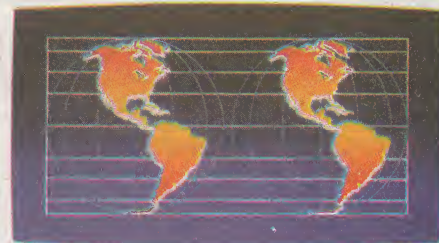


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